

THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS

in



Get them into the Nintendo Power

Super Power Club and you'll pick-up

4 Super Power Stamps! All they need

to do is fill out this form.



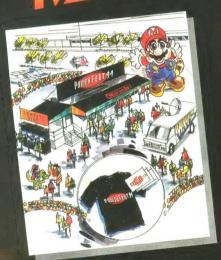
A Friend Into Sides Trouble.



Nintendo°

POWERFEST 94

192 TOUR LOCATIONS!



PLAY TONS OF GREAT GAMES!

IN-STORE COMPETITIONS!

HUGE PARKING LOT EVENTS!

WIN EXCELLENT PRIZES!

T-SHIRTS & HATS at local events. Event winner at each location wins a Tour Jacket and a trip to the National Finals!

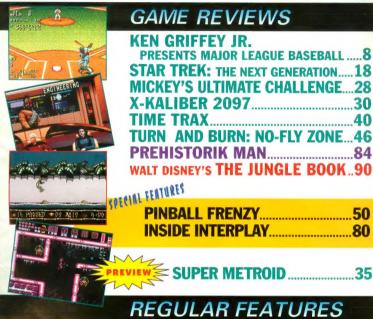


STAY TUNED FOR TOUR LOCATIONS AND DATES



APRIL 1994

VOLUME 59



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FFFDBACK

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ey NP! What's up? This is just a short letter and I'm going to tell you about the picture included. The big Game Boy is (believe it or not) made of wood! I made it in Woodshop and it looks just as good as the real one. The reason that the coins are on it is because it's a bank! The coin slot plays music when you put a coin in, too! I'm real-iy proud of it because it looks so much like the real thing.

I'd like to see more stuff in the next Super Power Supplies catalog like games and T-shirts. Please make some more of those awesome Club Calendars and Controller decals because I think they are so cool! I'm



trying to convince my mom to buy me some of the other stuff in the catalog.

Leejay Ronquillo

Leejay Ronquillo Hawthorne, CA

think you should have Volumes 1-50 on sale for \$50 again. I also think you should have more merchandise relating to The Legend of Zelda—A Link to the Past. I think everything that you have in your Super Power Supplies catalog is really cool!

Jason Simonds Corpus Christi, TX

You're in luck! The second Super Power Supplies catalog (which all Super Power Club members received with this issue) includes more great Zelda gear. The items that were featured in the first catalog were so popular—we had to create some more!

recently read Volume 55's Player's Pulse. I decided to write in and give you a few suggestions on what to possibly put into the next Super Power Supplies catalog. For starters, I really liked the Yoshi pocket T-shirt. I ordered one myself and plan to order a Mario hat. I think you should make a Yoshi stuffed animal. I think it would be popular, I also like the idea of Super Power Stamps. It's a great way to save money on Nintendo stuff. I think you should also have a contest in every magazine for a chance to win 50 Stamos.

April Crowe Richmond, IN

ecently, my mother has developed an interest in Game Boy. The Game Boy Player's Guide review of Super Mario Land has actually helped me with my homework by lessening screams like "Oooh! I jumped on it!" and "The seahorse got me!" whenever she plays. The first question she asked about Link's Awakening was "When do I get to kill something?" I would like to say that your magazine is great and keep up the great work!

Sean Daugherty Mohawk, NY

CES ADVENTURES!



So many pames, so little time." Josef Pleak, from Formington litts, Michigen, was lucky enough to have his picture taken with the world's greatest planther of the Summer Consumer lectroaics Show hast year in Chicago. Of course, what video arme experience would be complete without a copy of the little suppressions. i! I'm Aaron Judd. I took this picture in the catacombs in France. This is the place where hundreds of Paris residents were buried. I hope you'll publish this to show thousands of Nintendo Power subscribers how cool it is!

Aaron Judd Portland, OR



Yeah, Aaron. It's cool. But what's really cool is that you carried Nintendo Power half of the way around the world to take the photo! We'd much rather see piles of creepy bones than the Eiffel Tower or the Louvre or something really ho-hum like that. Thanks!

IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

The second catalog is out and we'd really appreciate some feedback on the Super Power Stamps. Are you using them? Or are you saving them and planning to use them later? What gives? Waiting to hear from you.....

PLAYER'S PULSE P.O. BOX 97033 REDMOND, WA 98073-9733



his past spring (1993) I participated in the Super Star Fox Weekend Competition, It was a truly incredible experience. After much practicing (and meeting my final goal of beating Level 3) I was able to achieve an unbeatable score. On Thursday, September 2, my Star Fox flight jacket arrived, and I would like to say that I think it's excellent. I can't wait for winter to wear it. Thank you for holding the Super Star Fox Weekend Competition, and I am looking forward to the next contest with eager anticipation. **Graig Suarez** Parsippany, NI

Check it out, Graig. The Nintendo Powerfest '94 should be kicking off at the end of April with 192 local events nationwide! These events consist of instore competitions and large parkinglot events. Like the original Powerfest. winners from each event will be invited to a National Championship, Stay tuned for more details!



I'm sending you this photo of Mario (Markie, age 5) and Mario (Michael, age 3). We had a Super Mario Halloween.

What trick OF treat! They were crowd stoppers at school, village parties and of course, Boo at the Zoo. Everyone



stopped and pointed saying "It's the Mario Brothers!" It was such a super time we had to share it with you. This photo may end up as our Christmas card this year!

Mary Jo & Mark Otmaskin Melrose Park, IL

We've made a few changes to the Super Power Supplies program. The company originally responsible for taking orders. processing them and shipping them out, simply couldn't handle the amount of orders that were coming in. Consequently, a few problems grose with some orders. I'd like to take this opportunity to personally apologize to any Super Power Club member who experienced a problem with their order. I'm confident that the steps we've taken with our new fulfillment company will ensure that any Super Power Supplies order you place in the future will be handled in a manner that represents Nintendo's long-standing commitment to excellent customer servicel

Gail Tilden Editor-in-Chief

SUBSCRIPTIONS 6 (TDD 1-800-422-4281)

Call for service, general assistance or to change your address between 4 a.m. and midnight Pacific time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday.

French- and Spanish- spaeking representatives are available

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Call our Game Counselors for help between 4 a.m. and midnight Pacific time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday, It's long distance, so before you call, be sure to get permission from whoever pays the bill.

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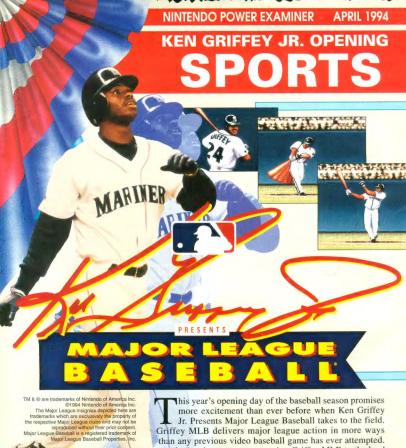
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KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL

DAY SPECIAL EDITION

SCENE

GRIFFEY HITS HOME

Redmond, WA—For the past two years, a team of dedicated baseball fans and game developers has been working to create the ultimate video baseball experience. They began by looking at the old standbys, Super Bases Loaded, Super Baseball Simulator 1.000, and Roger Clemens MVP, What they found was that the

"...the best Al of any video baseball game..."



play and features just didn't measure up. The computer players didn't make smart plays, or the animation lacked realism, or the game didn't have the right options.

Sometimes the

action is more

lively than it is in a live game!



图 高 图

Major League Baseball had to address all of those issues head on. You be the judge: real teams and stadiums, rosters that can be edited so they never go out of date, the best Al of any video baseball game, every season option you could want including the 1994 playoffs, battery back up, a home run derby, full stats, and more.



Players show a little character, or lack of it, in great arcadestyle animations.

HOME RUN DERBY

Take on Ken Griffey Jr. to see who can knock the ball out of the park the most times.



SINGLE GAME One or two players duel

on the diamond using any

American or National

league team in whichever

stadium you want.

ALL-STARS

The best of the big leaguers hammer it home when the AL meets the NL at the mid-season break.



T O O H V S O O H H E

PHERICAN PLL STARS

NATIONAL ALL STARS

WORLD SERIES

One or two players choose their favorite teams for the Series. You can save a partial series with battery back-up.



FULL SEASONS

Play a 162, 78 or 26 game season with the team of your choice. The battery back-up lets you play when you want.



MAJOR LEAGUE



1994 PLAYOFFS

For the first time in history, Major League baseball has adopted a playoff system dividing each league into three conferences, and Griffey MLB lets you play them just like the pros.

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THE HOME FIELD

You can play in any ballpark no matter which teams are used. The stadiums look like the real thing and have the actual dimensions and quirks like the jog in the wall at Wrigley Field.



WINNING TEAMS

he players and teams in Griffey MLB are based on actual team stats and reflect the real strengths and weaknesses of the 28 Major League teams. But you can win consistently with any team in either the Playing or Managing mode, even one with a losing

reputation. Conversely, choosing the Blue Jays won't guarantee a win. The most important factor is your skill on the field-hitting, pitching and fielding. The computer opponent makes few errors and its decisions are always instantaneous. If you're playing against another person at a different skill level, you can even the odds a bit





by choosing the Auto Fielding option for one or both of you. The second most important factor is how you manage your team. How long do you let a pitcher stay in the game? Can you put together a better lineup before the game? Do you make smart base running decisions?

LINEUPS

Managing is critical in the Major Leagues and in Griffey MLB. Although your most solid players tend to be starters, many situations arrive that call for a specialist. When you check your Line Up and Bench, notice the ratings for Batting, Power, Speed and Defensive ability and choose the player you need.



BULL PEN

It is critical that you make good use of your Bull Pen, because every pitcher has a Fatigue (FAT) factor. When you see a pitcher panting like a dog, you'd better pull him off the mound, pronto. The background color indicates how hot (red, orange, yellow) or good a player is overall, but even cooler (green, blue) players can have outstanding ratings in some categories.



KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL

PITCHING UP A STORM

ne of the best things about Griffev MLB is the instinctive interface that gives players precision control over every aspect of the game. In most situations, the B Button gives you control over the basic actions like throwing a pitch, jumping for a ball or swinging a bat. You don't even have to think about it, so you never feel as if the computer is running your life or



ruining your game. Speed, Control and Fatigue are the three attributes of every pitcher. Don't try to burn up the plate if your pitcher is a Control guy with a medium or low Speed rating. There are three speeds of pitches and the direc-



tional Control Pad lets you curve the ball practically into the next county. Your pitcher also has freedom of motion on the mound. Even with great pitching control, you have to outthink the batter. Computer batters seem to pick up on tendencies, so mixing up your stuff is essential. Batters also have tendencies. They'll like to swing at anything, so give them an outside curve. Others have trouble with a slow nitch that wobbles over the plate.

PICK 'EM OFF

While pitching, you'd better watch out for speed guys on the bases who may try to steal. The Left and Right Buttons let you view runners at any base, then push the A Button before making your throw to the base where you're trying to pick off the runner. Watch the runners'

animation windows carefully to see how many steps they lead off. If it's four steps, you may have a shot at throwing them out, but it also depends on the runner's speed. Although the computer isn't usually daring enough to call for a steal, it can happen, so keep sharp.







MAIOR LEAGUE



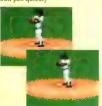
THE TAG GAME

Base runners automatically run when the pitch is away, but in some cases they won't be fast enough to tag up if the defense is on the ball. Once you make the catch, go for the double play,



POOPED PITCHERS

Panting pitchers will throw garbage, much of which will find its way to the cheap seats in the stadium in the form of home runs. Give them a rest and go to your bull pen guickly



HAJOR LEAGUE



LINE DRIVES

When a batter hits a ground line drive in the infield, one of the infielders will be there to scoop it up. All you have to do is throw the runner out.



OUTFIELD RADAR

Watch the inset radar screen to see which player is active—the closest infielder or outfielder to the ball. Line up the blue player dot with the ball.



THE DIVE

If a defensive player is a step too slow, push the B Button when the ball is in front and he'll dive for it. If the ball is overhead, he'll jump up.



PLAY THE BALL

riffey MLB gives players the I most realistic fielding control of any video baseball game-the toughest part of any simulation. The problem with many baseball games comes in switching from the close perspective of the pitching view to the medium or long range fielding view. In Griffey MLB, the transition is smooth because you follow the flight of the ball. What you must remember is to move the designated defensive player by keeping an eye on the inset radar in the lower right part of the screen. If the hit is a fly ball, you'll also see a blue X on the field where the ball will land. Move your player to the center of the X and he'll make the catch. Line drives to the outfield are more



Move to the center of the X to make the catch.



Don't let the ball get past you and don't run into the wall. Either mistake could be the knockout punch.

"...the most realistic fielding control of any video baseball game..."

difficult to defend. Some shots are so well placed that no outfielder could ever get to them to make the catch. In that case, try to get in front of the ball to stop it. If you have to run it down, the batter will probably take an extra base. Even more important than simply fielding the ball is making smart plays. Just as in real baseball, you should try to throw out the lead runner and make double plays to end an inning quickly.

STRATEGY WINS

Decide on your strategy before the pitch. Do you try to get an out to end the inning or do you have to stop a scoring run? The play unfolds too quickly to let you



think about it, so you have to be prepared. Always know where the lead runner is and how many outs you have. Luckily, you can rely on Griffey MLB's computer controlled teammates to make the smart play.

If you have to move a baseman out of position to make a play, one of the other players will cover the base. In some cases, you don't have to do anything at all. For instance, the catcher will always run down a pop foul if you don't interfere. At the major league level and in Griffey MLB, baseball becomes as much a game of the mind as of the body.



IT'S A SLUG FEST

Batting in Griffey most impressive part of the game because the play control is so much better than in other video baseball games. With a little practice. you'll be able to place the ball just like the prosdo. Any of the computer players can hit the ball. but placing it so you get on base takes skill. Computer pitchers aren't likely to walk

you, so wait for the good pitch and make it count. Use all your options. If you have one or no outs and a man on base, you can move him forward with a bunt and get him into scoring position.

> "...you'll be able to place the ball just like the pros do..."



because you can time the hit early or late to place it anywhere on the field.

Once you're on base, you can choose to steal, stand pat, tag up and run or just wait until the bases are full so that the runner automatically progresses. You can lead off as many steps as you want, but the further you



If the runner is fast, take a long lead, then sprint and

What makes Griffey MLB such a great batting simulation is the perspective and animation. The batter is very large, so you feel as if you're in the action. The depth perspective on the pitcher and the ball is also realistic so that you can judge when to swing the bat. That's what matters.

Great animation and play control make Griffey MLB an offensive hit.

go, the riskier it gets. The most important part of base running is the Speed rating of the runner. If he's a track star, you can often get an extra base on an outfield drive or steal one. Slow players shouldn't get greedy.



You'll know when you've gone the distance in Griffey

KEN GRIFFEY JR. PRESENTS

MAJOR LEAGUE



TIMING

Time your swing to place the ball left, center or right. For instance, a lefty swinging late will put it in left field. A square hit sends it to center.



THE PICKLE

You always have control of your runner, so if he finds himself in the heat, head back to safety and watch for the throw that will cut him off.



TAG AND RUN

Don't expect the outfielder to mess up the catch Stick around to tag up before heading for home, especially when the ball has a long way to go.





NATIONAL

Sports Scene has scoured the game to bring you scouting reports on all the teams. Each report shows the best players on each team at four skills: Pitching,

Batting, Speed (Running), and Defense, You can

NI FAST

If you go by averages, the Marlins, Pirates and Cards would be taking the pennant, but averages don't tell the whole story. The Phillies and Braves both have hot players that can do it all. Even the Mets can be winners in Griffey MLB.





The front half of the Brave's ineup sizzies with batting ski I and power while #24 is your best a l around performer off the bench. The but pen has eight pitchers with speed, but they tire easily



OFFENSE I 10 DEFENSE











On offense, #21, #10 and #19 can do just about anything while the rest of the ineup has strong defensive sk lis Look for some heat from the



Marlin buil pen with #34 and #54 **OFFENSE**











High batting averages result in strong Batting rat ings for most of the Phillies, but their defense and speed are not quite as good. Pitching is strong with many players boasting high Fabque ratings











Montreal's starting outfield of #33, #9 and #18 is strong in every rated category On the bench, #5 and #37 can step in with strength. The priching staff is strong all down the line



OFFENSE









26

A strong bench and two exceptional players in the starting lineup give the Pirates a winning chance in any dame Player #3 rates 10s in both Betting and Defense. Pitt prtching is fairly average



OFFENSE 10 DEFENSE









The Mets have no outstanding talent in any rated area, offensive or defensive in fact, they have only one player rating a ten in any category. That means that winning with the Mets is more of a challenge













ting and fielding skills: #1, #25, #22, #23 and #3. Keep these guys in the game and serve up son awesome pitching with #39, #31, #43 and #42.



OFFENSE 1



LEAGUE



KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL

also compare the overall level of the Offense and Defense for each team. The numbers are derived by taking the average of all the players on a team for each

NI WEST

The NL West looks as balanced as possible, but the averages may hide the fact that a team may have some real talent along with some pretty mediocre players. Look over your lineup before playing so you know individual strengths



Balance is the order of the day down in the Astrodome Although the Astros have lew superstar players, they have a strong lineup A great pitching staff is led by #27, #51, #15, #57, #21 and #31 Whew!



28

OFFENSE 1









The Cubbies aren't especially fast or powerful, but they have excellent Batting and defense ratings If you need a quick runner on base, use #6 from the bench Patching is good, but not overwhelming





The Dodgers have a strong defensive lineup with moderate hitting ability Speed isn't their strong sutt. Player #31 can knock the ball out of the park The bult pen includes control-meister #49



OFFENSE I - 29















Cincinnati has excellent balance across the board and a few standouts like #7, #30 and #11 On the pitching staff, #11 is a real all star with ratings of 10-9 9 The bull pen, however, has little depth



10 DEFENSE 1





40















21





have some talent. For hitting, go to #14 while infield specialist #37 is a great defensive player. The pitchers have above average ratings in most categories OFFENSE 1 10 DEFENSE









The Grants have exceptional players, including #25 who is one of the best in the game and #9 who is nearly as good. You can also bring #45 and #14 off the bench The pitching staff is led by #33, #26 and #32







AMERICAN

Sports Scene's scouting reports are derived from the game ratings that are available to you in the listings of individual players when you go into the Line Up and Bull Pen ontions. The Offense number combines the

AL FAST

Although the Blue Jays have taken the World Series in the real world for the past two years, the competition in the AL East remains intense with the Yankees and Tigers in close pursuit. The Red Sox and Orioles provide more of a challenge.



speed ratings are ususually low. You Il have to play law essibal to win Luckily, you I have some pitching OFFENSE 10 DEFENSE









16



Boston has the lowest overall rating for offense but #42 and #39 are both so it hitters. You can also share up your defense with #2 from the bench Pricher #21 is one of the hottest in the game











Milwaukee has talent in #23 and #24, but the rest of the lineup is fairly average although #20 can come off the bench. The pitching staff is led by #21, #25











482 ft.



The Tribe has one power hitter, 48, and one speedster #7, who can add to the total RBIs Defense is mediocre as is pitching. Although Cleveland is an average team, it can also be a challenge to win with 1











The Yankees have some impressive players on the starting lineup like #23, #21 and #14 From the bench, #19 is the best hitter while #17 is a solid defensive











Don't expect to overpower anybody with the Tiger's hitting Player #3 is very consistent but has little power, which is pretty much the story of the whole team in the bull pen, use #16 as your starter









448 fi



The Blue Jays have both speed and hitting power on their lineup, #33 being the only average player of the starters. The bench has httle to offer Toronto also has a good mix of pitchers







LEAGUE REPORT



KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL

Batting and Power ratings while Defense is simply an average of the Defense rating. You'll notice that the range of difference is fairly narrow, meaning that any team can be a winner

AI WEST

The AL West is always a dogfight, but the balance and competition has gone up a notch in the past few years. The teams in Griffey MLB reflect how the race has heated up now that the Mariners, A's and Angels are back in the hunt.



The Twins don't lack in any area, but they have few stars, although #34 may be one of the best. Pitching is slow but generally solid. Only #38 puts good speed on the ball, but he has a low fatigue rating











The Angels have a solid bench and some stars like #15 and #9 who can bit and play good defense as well. On the pitching mound, the top three of #12, #31



and #32 are all excellent with high Fatigue ratings. OFFENSE I 18 DEFENSE









Oakland has pretty good defense, but the hitting and speed categories won't impress anyone. Make the best use of the lineup that you can. The bull ppn



is loaded with solid pitchers with several styles OFFENSE I 10 DEFENSE

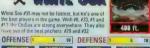








White Sox #35 may not be fastest, but he's one of the best players in the game. With #8, #23, #1 and #13 the ChiSox are strong everywhere. They also









20



32

Ken Griffey Jr wins the overall best player title with a rating of 10-10-6 10. The rest of the starting lineup is only a bit above average. The pitchers













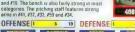
The Royals have a strong team defense that extends down to the players on the bench. Hitting







The Ranger's powerhouse is fueled by #19, #18, #7 and #15 The bench is also fairly strong in most categories. The pitching staff features strong











MAKE IT SO

Step onto the bridge of the Faction starship Enterprise, The crowawaits your command to sond their on a voyage of discovery. You'll command the second of the command o depths of space. If you're ready to beam down to planets, buttle Romulens in space and visit and the space and visit and visit



anved. Star Trek: The Next Generation is a Retered Trademark of Paramount Plotures.

WHILE NO OH! HAS GONE

spectrum Heiobyte made Star Teck. The Next Generation the aime so like the hit syndicated series that fans will feel right at home. You must solve a mystery while warping about the galaxy, way you'll also have so whey Star Phiete regulations and stay after









will take some practice. Familiarize yourself with



region Engineering and controls quickly

COMPUTER DATA





Heat, so the second through the May's computer. You a second through the May's computer in this work.







AL-TOPMANN 17

TO MARKET TO THE AT THE CONTRIBUTE AND THE STREET OF THE S Button









SENSORS.

Sensor readings to il you about the contrions on planetary bodies in the whether there oreathable oxygen or not.



ENGINEERING SYSTEMS

Set ship resources to your heatle systems; weapons and shields withstand enemy attacks. After fighting, immediately engineering to repair as much damage as possible.







luch of the data base on board the Enterprise wn't allocated missiens one very or the other

TRANSPORTER ROOM

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BRIEFING ROOM

Difference of the state with the state with the state of the state of









RAISE SHIELDS

er automatically. Your chance

you, then answer the signal.







REGULATIONS

Cur Flort regulations of the silent model. That means that if enemies were surrender, you'll better let them do it. Don't ever

noward the county. Preset two grids, so sky close seems awarm profer sitting still and spinning. As a with replenished torpedo whos and Phase har a



REPAIR THE ENTERPRISE

the computer to repair the Enterprise comptons. Don't asswer the fail until you're healed? I got these than another doony is welling.







VISIT THREE STAIL BASE

password and to the inferior Enterprise will be repaired and re-aded with a swiked of 275 hours

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OROMULANS

STAR THE .

THE NEXT GENERATION

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or Data to lose the tray
leaft to the Thomas to
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DR. T'LIRUS IS UNDER ATTACK

on the archaeologist in the row on course to the vital work.





.....





CODIS MU REDUX

Into the control of the Tayad De T Layad and information about the mysterious IFD.





Once you have the Trend from Minister to Tax and the second of the System and give it to Dr. T'Linus



ORIENTIS ALPHA IV.

This can be and up in an amount develop much and where an army of robust produces a based to been kept for 100,000 years. Your kees It

ORIENTIS ALPHA SYSTEM

GEORDI'S VISOR

prive to the darkness. (poorer has freeze of being able to me with new on a should Goord, yearl or billed



- Cheosing Away Teams carefully is critical. Some crew members

CIRCUIT BREAK

Look for the arm of break we in the onereards near one rear of the room. The break ers will 50 in 200 switch wall.







SWITCH THE ROBOTS OFF

In the fire and at area, with the attacked to the that the materialize out of wall panels. Turn of the security at nearby consoles to describe the panels. There's also a tentral

the panels. There's also a central computer that controls all robot panels, if you can find it.



🐠 THE HOLD

the thip you'll find the carso note: Wind your way through the stacks of craffs

ign the stacks of order-undil you can't will There you'll and several lanks have and comin-supportails. Use machine were to the

STAR TREK THE NEXT GENERATION

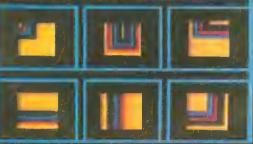




FIX THE COMPUTER

veral circuit bosses de demage de computer nave been demage de computer nave de comp

red allowinhout the skip 6 of sect the pieces and fit them inco mined to complete the end





SYSTEMS BACK ON LINE

Connect the energy tanks where the symbols match the wall symbol, then push the red ignition button and the ship's computer and engines will come back on line



PRODUCTIONS ANY AND SPICAL





ke moung the size a systems also wakes up the alien crew—the Eunacians—who tell a strange tale about the Integrated Field Derandomizer and how they sent this potentrally omnipotent machine into the future.

The grateful Eunacieus present the Enterprise with their Tayad, a device which will become useful to you later in the game.

None Star Fleet command will apprise you of a dire. situation on Orientis Gamma IIIB, a mining moon where ten miner moon where ten miner are trapped below the surface. Use Data, because he doesn't



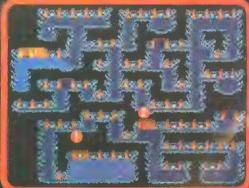
ORIENTIS SYSTEM





Be sure to activate the oxygen supply on each level of the mine before freeing the min-ers. Data is the man of the hour.

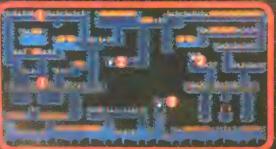




A BLAST OF PHASER POWER

worked by wooden walls while other as are separated by stone. Use the hand phaser to blast a hole through the

eyond. Keep track of your progress on the maps of the mine, or you may a in list in the mare



DON'T SHOOT THE COCOONS

STAR TREK: THE NEXT GENERATION

around the hanless man ers. Ose your hand phaser to burn through the reasons and free the miners. What turned on







TRACE TRACE







Note that said work your way to the right so a door door the turnel on the far side







Take the phonon to be more,
we switch next the bridge to to to the first area or the rem.









YOU SHALL RETURN

Your quest will bring you be a successive for the re-en and Ravariers assalul misser









THE TREK



is to return to Cod V VI. Shy successful the long that I have you received from the fits ship and flow it is common, the IFD. The trail of clues lead with a sleety but, a Feit



PLAK ATTACK?



DR. T'LIRUS

to tradeons with the Romulans, but he is seen to a more powerful foreign Daimon.



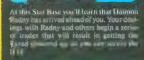


Fr. T1.





CODIS ZETA



PASSWORDS

Merit materials where soon source to part obline these States are falled the source of the desired traces are required to





You'll find the current password when you reach a Star Base ther

HAPPY HAVEN



Daimon Radny has the key to unscrambling the Romatian communiques, but he'll want emething valuable in return, in Fizzal bowever, the dilenters is anything but Rossoming. It will take a special effort by a pay siar member of the same day information you need.

10 1



TRUST TROI

Counselor Trois Betazoid talents at opathy will pave the way for a ken between the I niterprise and the Ferengia.

Damon Take Last to the you to Radny



STAR TREK: THE NEXT GENERATION

O CONTROL OF CONTROL O

*A CAROLINA AND A CA

The AS he work is for someone to buy his some impurers. The continues to that a buyer





HAR PLETT ... O.

The Decision freighter Names

1 S.Q.5. and the Enterprise must go to the aid
the simp and crew, which has come under attack.





Set your course immediately for Tytris lete I to save the Nakator from destruction at the hands of unknown alien feroes.



THE IFD

of pressure negative flow that will power the Tavas and force the integrated from the integrated from the another than the integrated from the another than the integrated from the integrated flow that is the integrated from the integrated from the integrated flow that is the integrated from the integrated from the integrated from the integrated from the integrated flow that is the integrated from the integrated from the integrated flow that is the integrated from the integrated flow that is the integr











N W THE PERSON NAMED IN



The difficulty of the challenges and the kinds of clues they give depend on which of the three difficulty settings the player selects before beginning.







You'll get several chances to choose the right combination and order of tools. In the easy mode, Goofy highlights correct guesses



DONALD DUCK



MICKEY'S

Donald is practicing magic spells. When he accidentally shrinks Mickey, the mini-mouse must push potions through a magic mirror.







ORACE

Nearsighted Horace, working in the palace library, has lost his glasses and needs help sorting books alphabetically. If Mickey can help him shelve the books in the right order. he'll earn a reward of pure gold.









HUEY, DEWEY & LOUIE

The nephews can't open the drawbridge. Mickey helps by following the pattern of the pumps, jumping on them in the order that they light up.





Mickey must watch and listen as the pumps sound and light up. then he jumps on them in the same order to make the drawbridge open

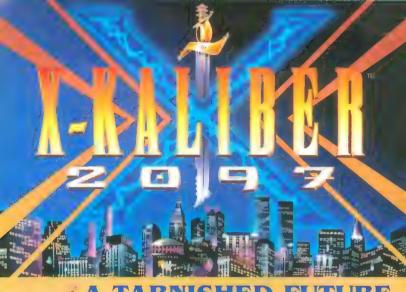


Daisy can't climb the ladder wearing the shoes she has on, so she needs help dusting off the portraits in the Beanwick art gallery, It's like a game of concentration: Mickey has to dust off matching sets of portraits of his Disney pals before the candle burns



There are few portraits in the gallery on the easy lever but the walls are packed on the difficult level. Mickey will be hard pressed to dust them all





A TARNISHED FUTURE



1994 Activis on 1994 Toshiba EMI It's a sad situation when you don't dare venture outside of your home in the daytime. But that's exactly what Neo New York citizens face in the year 2097. An intimidating rogue named Raptor

and his menacing mutating Morphs have corrupted the city and taken over Neo New York. Many other key locations throughout the country have fallen to his minions as well. Activision's newest Super NES game will bring out the hero in you as you fight to regain control of Neo New York and ultimately uncover the dastardly plot of world domination.



The streets of Neo New York are filled

RAPTOR RUNS RAMPAN

Special Forces members Slash and Alix are the only two members of an elite Neo New York crime-fighting force that Raptor

doesn't have in his pocket. Alix gets kidnapped and Slash, with trusty X-Kaliber at his side, must go after her!







KO SOUNDS

Psykosonik, a techno-pop quartet, laid down the tracks to back up X-Kaliber 2097. Their tunes provide an edge for the action game.



SWORD PL Raptor wants it

A-Kaliber is the most powerful sword in the world. Siash has



X-Kaliber can slash through the wimay Marobs with one blow!



Slash can also use X Kaliber as a shield to protect houself from enemy fire



X-KALIBER

A jumping, overhead slash takes out flying ener in the blink of an ove An excellent technique!



This is the mightiest blow of them the Inter-dimensional Energy Bott

2-PLAYER DUE

X-Kaliber 2097's 2-player mode is a pretty cool option and really adds some value to the game! It's an action game ... with a twist. A street fighting contest, featuring Slash and six other bosses, makes up the 2-player game. This option could almost be a game on its own!

The hero of the game has three different attacks with X Kaliber and can defend himself extremely well.



DR. BLAST

The mad doctor is kind of wimey until he takes damage and mutates into a flying, stinging, grant insect.



This Blanka-type beast is slow of foot but carries a powerful, long sword. He has a long-range attack too!



SPUKE

With his tremendous jumping abilities. Spake can somersault right at his opponent and cause major pain



He only fires his gun until his rival beats the skin off of him, then he can really do some major damage



RAPTOR

Raptor isn't quite as powerful as Slash and X-Kaliber, but he may be a bit quicker than his twin brother



Attacks with his cane and his top hat are Kane's favorite moves. He's quite quick, considering his girth.



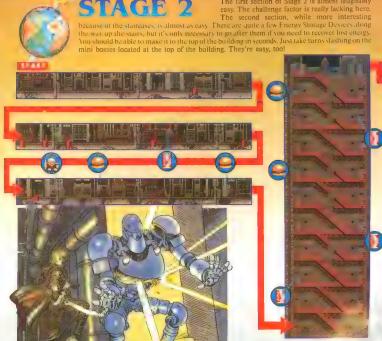
IRROR FIGHT

The 2-player game option also allows each competitor to choose the same fighter. Of course, each fighter wears a different color so you can tell them apart. Who will be the champion?













BARKLEY

Coming Soon To your Super NES From Accolada



1111955

ACCOLADE







Like a spinning top, this mini boss whirls around and tries to slice Slash into fine pieces. Frappé, I presume, is the setting. Crouch down and swing X-Kaliber steadily to counteract the shots that come from the blue boss. Keep Send the spinning top-like boss reeling with



This mini boss drops down on either side of the elevator. Pick a side, crouch down and slash, Guessing wrong could be fatal.



Slash quessed right and nailed the mini boss as

STAGE 4

At last, the difficulty level and intensity level of the game begins to pick up! The series of elevator platforms and flying enemies can provide quite a test. It can be frustrating as well because if you jump, get bumped and fall, you could end up basically starting your upward climb over again. Be sure to use the overhead slash move on flying enemies.





FINAL EUNILE

Malais Yuprovenents

Super Metroid brings Samus Aran back to Planet Zebes, where the NES Metroid mission took place. But this planet is a world apart

from the original setting. The graphics are detailed and diverse and, while some of the opening areas will look familiar, this game covers a lot more ground. There are six huge areas along with a ton of new enemies and special items.





BEAMS

CHARGE

ICE

WAVE

SPAZER

PLASMA

MISC.

MORPHING BALL

вомв

SPRING BALL

SCREW

ATTACK

SUITS

VARIA SUIT GRAVITY SUIT

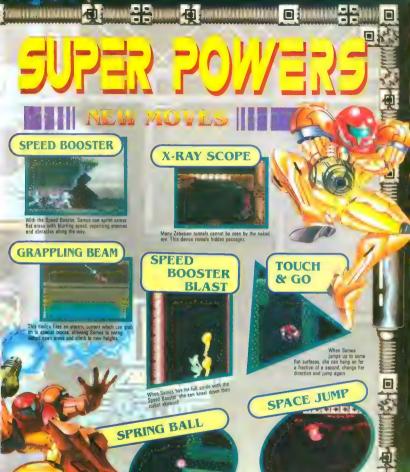
BOOTS

HI-JUMP BOOTS

SPACE JUMP BOOTS

SPEED

BOOSTER



When Samus rolls into the Morphing Ball shape, she can use the Spring Ball to jump up and into high, narrow passages.

The Space Jump Item allows Samus to fly by jumping then jumping again and again in mid-air







to a common content of Marcu Connect of game that Marcu Connect of the connect of play control



along the way to hold your interest.





FUGITIVE RETRIEVAL

The production of the second o

back to the present—and to justice. If his mission fails, the present, as he knows it, will case to





SELMA, a computer-potential Lambert help throughout his

camber's present, and his return, depend upon votat his



TIME TRAX





Uncover and collect the letters that spell SELMA to increase Lambert mergy. Sensitives they are out in the open memorimes they are hid den. Having the maximum amount or energy in reserve will be crucial, executive of the transfer.



VILLAINS IN TIM

or construction of the con



Name woming down jackets should be dark-wide.





us Techs carry lasers. You may have to duck a



These demolition dudes should be stunied light we



The state of the s

LOCATION 1: SECRET PASSAGE

past. Just stomp on them.





COLLECTIBLE ITEMS

- 🧻 GOLD TOKEN 🦀 FOOD
- MEGA CRUSH
- 1-UP 3 "EXTRA" LETTERS COMBAT POWER-UP
- 📦 HEART 🕄 "SELMA" LETTERS 📜 PPT POWER-UP



LOCATION 2: THE LABORATORY

Management of the control of the con















TIME TRAX

























LOCATION 3: THE SMITHSONIA

















LOCATION 4: CITY STREFTS

The state of the s













SPIKE





PP.

THE RISAPPEARING





TIME TRAX



The control of the co





MANUES

in set these james, according to the out a figure thrower and then stand on the very edge of the lower quater and name the unit of the lower quater and name to the bushes one.



Jump over the giant hook and then kneed down and shoot at the operator's controls it may appear that you aren't deing any, damage at first, but just keep sheeting—you'll break through seoner or later?

TRAVEL

There is more action ahead in Time Trax! The hardest stages await Lambert will have his hands full



Similar to Location 4. Lambers takes to the water on a Jet Ski and goes up against a spaceship



Deadly traps and pitfalls will test Lambert as he makes his way through the jungle like forest



Jumping from ledge to ledge and dealing with a myriad of enemies is in the cards for Lambert



PUSH THE ENVELOPE

Turn and Burn: No-Fly Zone, by Absolute, offers players a life-like combat simulator that's a cut above the competition. Every element of the graphics has been painstakingly detailed and researched. Digitized images of the enemy Mig-29s and missiles create a smooth, realistic flight experience. When you engage enemies, the HUD accurately tracks them and locks-on-

when they are within your missile range. The view out of the cockpit is fast moving, allowing you to rotate your F-14 Tomcat quickly in any direction during a dogfight. The control is accurate and easy to handle with a little practice. The quick response to your commands adds to the entire effect, giving you a realistic flying experience. Early in the game, the missions seem almost too easy because of the superior play control, but with 19 different missions, the combat gets tough soon enough!



Each mission is unique, so be sure to read your mission orders before you hit the flight deck,

Get a good look at the carrier once you are airborne - it may be a while before you get back?



You'll need to kick in the afterburners in order to take off of the short carrier flight deck.



HOSTILE ENVIRONMENT

The No-Fly Zone is considered a combat situation. Pilots understand that it is a free-fire zone, where all unidentified aircraft are to be considered hostile. All of your enemies are flying Soyiet built Miz-29s and are well

versed in aerial combat. With nearly 20 different missions and two different difficulty levels, armchair pilots will be racking up the flight hours in no time at all. Write down passwords in case you have to bail out!









You'll have to complete both air and ground attacks before this war is over Encountering the enemy is dangerous. Sometimes you win, sometimes you don't!

THE ENEMY NEVER SLEEPS

In the high-tech world of computers and radar screens, war is not just a daytime activity. In order to win this war, you will need to successfully pilot your aircraft through many kinds of conditions, at any hour of the day. While you might be able to spot enemy aircraft on a clear sunny day, you will need to rely on your radar screen to help you see them at night. Trust your missiles when you can't get the enemy lined up in your gun sights.



On a clear day it's easy to locate and destroy the



Stay below your enemies in the evening. It's easy to lose them against the water



You'll have to stay close to your enemy at night. It's tough to see in the dark!

LOLUM

WATCH YOUR TAIL

When you're flying against multiple enemy fighters, it's very important to keep an eye on your tail. It is very easy for a pilot to become distracted by one enemy, only to be hit from behind by another. To prevent this from hannening

to you, watch your radar screen carefully. You can also keep an eye on your enemy when he flies past by pressing the L. or R Buttons. This will give you a quick view out the back of the cockpit.





Keep an eye on your enemy when he is on your tail if he starts to fire, bank quickly!



FLIGHT TRAINING

goes through many hours of training. Unfortunately, you tary combat are covered, but you'll still need to practice to won't have the opportunity to train and will fly directly perfect them. These are multimillion dollar weapons into battle. To improve your chances in the air, check out you're flying, so be careful!

Before a pilot ever even sees the flight deck, he these flying tips before you take off. All the basics of milt-

OFFENSE

Enemy attacks are limited in the first four stages, so use this time to learn the ins and outs of offensive combat

WEAPON SELECTION

Taking off on a sortie, your F-14 is armed with a 20mm cannon and a variety of missiles. Use the X Button to switch between your weapons systems, making sure to use the most appropriate weapon for the job.



All of your weapons have limited usage, so be careful when you fire them. Don't waste ammunition!

The F-14 Tomcat benefits from the use of

several different kinds of radar. You can access the AWACS long range radar by pressing the Select Button while in flight. The AWG-9 short range radar will track the enemy when you close in for the attack.



You'll be facing the opposite direction.

with the enemy in your sights. This

When an enemy flies by you, perform an Immelmann Roll by pulling back on the stick and turning a half-roll.



Take out the first plane and let the second fly past you.



Pull the stick streight back to get your enemy in your sights.

Beginning with Mission 5, the enemy's attacks get stronger. You'll need to defend against the hostile fire in order to stay airhorne!



Destroy the plane while you're unside down, then flin back over

DEFENSE

Use chaff and flares to divert missiles that are on your tail. If you spot a missile, press L or R to look over your shoulder, then hit the A Button when the missile gets close.



Watch behind you for the incoming missile, then drop the flares when it closes in

If an enemy missile is on your tail and you are out of chaff, running is your only option. Hold the B Button and press Up on the Controller to kick in the afterburners. When the

danger has passed, slow down or you will



When the missile closes in on you, bit the afterburners and it will fly right past you

WARFARE

Beginning with Mission 6, the enemies will start denloving submarines equipped with antiaircraft missiles. While you can't destroy these powerful weapons, you can avoid their at-

> tacks by watching your AWACS radar and staying away from them.



Stay away from the enemy submannes. They will fire on you if you fly too close

After you learn how to down the enemy Mig-29s, you wild targets. As the war progresses the ground targets will sions will give you an idea how to handle the different you're not careful!

need to destroy other targets as well Each of these mis- begin to fire back at you. You may even be destroyed if

STAY UN TANGET

If you are unable to completely destroy the target on the first pass, quickly circle around and go after it again. Slowing your aircraft down will help you to keep on target.



In Mission 4 is the first time you're instructed to attack a ground unit, Select the object on the AWACS radar, then fly over it. When you engage the objectislands den't move, so slow down when you make you tive, aim at the enemy gunposts.



strafing run so it will be easier to destroy the target

The enemy radar plane is the first noncombat aircraft you will encounter. Aim for the engines when you are attacking it. When both engines are on fire, the plane will fall out of sight.



Attacking a ship is very similar to attacking an island. Aim for the enemy gunposts when you start your strafing run. Your mission will be complete when they are all destroyed.



MID-AIR REFUELING

Engaging the enemy Migs will quickly drain your fuel, especially if you use your afterburners. Luckily, the carrier is equipped with an A-6 Fuel Tanker. It will automatically be deployed when you run low on fuel, but you can only refuel once during a mission. Be sure to lower your speed before trying to hook up.



Fuel Tanker will be faunched.



Select the tanker on the radar map, then catch up with it.



then slowly book up for fuel

LANDING

Landing on the carrier is fairly easy once you have learned how to do it. Lower your speed as you approach the carrier, then center the runway on your screen. Don't try to nose



If you approach wrong scrap the landing by pulting up and increasing your speed





FLIPPER

The crowds have been calling for a Super NES pinball game and now their cries have been answered, twicel Both Super Pinball and Pinball Dreams bring all the flashing lights and ring ing bells of a pinball game, lose year have wish the help



Super Pinball by American
Tecnos gives pinball fans
three different games to
choose from. All of the
games are played in a
unique perspective
view that allows
you to see the
entire play
field at once.

MULTIPLE CHALLENGES

Up to eight players can test their skills at the same time, or a single player can test his mettle against all three machines in the Conquest Mode. All three games have similar scoring setups, but different difficulty ratings. Choose the game that best fits your skill!









Pinball Dreams, by Gametek gives players four different games to choose from. The games are played from a top viewpoint, so the screen scrolls to keep the ball in view. Players can select from several different options, including a controller setup feature.



Space travel is the theme behind the Ignition game, and like the title implies, the ball moves like a rocket! Hitting the drop targets in the upper corners lights up the letters. When you spell IGNITION the high scores really take off.



FRENZY

of the Super NES. You can choose from several types of pinbell games, all of them easy to play but challenging to master. Each game treats pinball differently, so sick your favorite and staflipping. We execute secress y





Jolly Joker is the easiest of the three games. It only takes 60 million points to beat at in the Challenge Game, so aim for the Mystery Ramp to increase your score quickly.



Blackbeard and Ironmen is a medium challenge for pinball fans. It will take 120 million points to win the Challenge Game, so try to spell GOLD and shoot for the bonus!



Wizard is a very challenging game: not for the faint at heart! The play field is fairly wide open, so if you hit the ball too hard, it may come back before you can catch it.







Steel Wheel

The game Steer Wheer plays along a Old West theme and has the music to back it up. Hit the ball into the side slots on either edge to raise your score and gain extra balls. You can raise the bonus by hitting all the arrows at the tons, as well.





Beat Box has a great musical sound track that changes every time you hit the ball. The music is almost more fun than the scoring in this game. Be careful, the playing field is very short, so the ball may get moving too last for you to react!



- Nightmare

Playing Nightmare is just like the name implies, seary! Sharp angles and a wide open playing field can send the ball flying anywhere on the screen, making it the most difficult of the four games to score well on, Good luck, you'll need it?



CLASSIFIED INFORMATION





FROM AGENT #772

Game Credits

Working your way through all of the levels of Super Empire Strikes Back can be very challenging, especially when you take on Darth Vader himself. Because it's so tough, most players couldn't view the finishing credits... until now! If you quickly unter the following code while you are on the Game Select Screen, all of the credits can be seen, without all of the work. As soon as the screen appears, press A, B, A, B, A, then B. If you enter the code correctly, the credits will begin to roll.

On the Game Select Screen, press A, B, A, B, A, B, A, then B.



Quickly enter the code above while you are on the Game Select Screen.



If you enter it correctly, the finishing credits will appear.

Unlimited Thermal Bombs

This code is perfect for those Jedi Knights that are having trouble mastering their Light Sabers. When the Game Select Screen first appears, quickly press A, X, B, X, X, then Y. If you hear Darth Vader say, "Impressive," quickly press the Start Button before the Demo Screen appears. When you begin playing the game, you will be able to use a Thermal Bomb whenever you need it by pressing the X Button. If you make a mistake while entering the code, turn the power off, then on, before trying again.

On the Game Select Screen, press A, X, B, X, X, A, Y, then Start.



Quickly enter the code on the Game Select Screen before the Demo appears.



With Unlimited Thermal Bombs you can blow up anything that gets in your way.

99 Lives

Finishing the entire game with three lives and only three Continues can prove difficult for even the best trained Jedi. Enter this code and you'll be able to start the game with 99 extra men in reserve. When you first turn on the power, wait until the Game Select Screen appears, then press X, Y, B, B, B, X, A, Y, Y, B, A, X, and Y. If you enter the code correctly, you will hear Darth Vader say, "Impressive." Press Start to begin playing before the Demo Screen appears. If you can't get the code to work, try turning the power off and on, and re-entering the code.

On the Game Select Screen, press X, Y, B, B, B, X, A, Y, Y, B, A, X, Y, then Start.



Normally, you will start the game with only three lives in reserve



White you are on the Game Select Screen, quickly enter the code above



If you enter it correctly, you will hear Darth Vader say, "Impressive."



When you begin playing, you'll have 99 lives in reserve!

(LASSIFIED LYFORMATIC



FROM AGENT #908

Ultimate Power

If you are really having trouble finishing Super Empire Strikes Back, this is the code for you. When you play the game with the code, you will have use of all the Force Powers from the very beginning of the game, and you will have unlimited use of the Thermal Bombs. When the Main Menu Screen appears for the first time. quickly press A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X. If you hear Darth Vader say, "Impressive," press Start and begin playing!



puckly enter the Uit mate Power



If you hear Darth Vader say impressive," quickly press Start refore the screen changes





Bombs and full use of your Force



If you have trouble getting the code to work, turn off the power and try again.

High Scores

You can quickly access the High Score Screen without having to wait through all of the demo scenes by entering this simple code. On the Main Menu Screen, quickly press A. A. B. B. and the screen will change. Press any button when you want to return to the Main Menu. This code doesn't help you much, but it is a handy feature!



Normally you'll have to wait through sayeral damo scenes to see the High Scores.



When the Main Menu appears, quick ly press A, A, B, and B on Controller I.



mal nawy show you all the latest High Scores



Press any button to return to the Main Men.: Screen.



FROM AGENT #263 Super Stage Select

You should be able to take out the minions of the Dark Queen in a breeze with the help of this awesome code, Select either a one or two-player game and press Start. When the screen switches to the Character Select Screen, press Up, Down, Down, Up, X, B, Y, and A with Controller 1. If you enter the code correctly, the screen should flicker. Select any of the characters and press Start again. When the Stage Select Screen appears, choose any of the stages, then press Start to begin playing. This code will also set you up with ten extra play-

On the Character Select Screen, press Up, Down, Down, Up, X, B, Y, A, then Start.



Select either a one or two-player game, then press the Start Button.



On the Character Select Screen, enter the code above.



Choose any character then press Start to switch to the Stage Select



After choosing a starting stage, you will begin the game with ten extra

CLASSIFIED INFORMATIO



FROM AGENT #001

Stage Select

Getting through all the levels of Taz-Mania can be really tough when you have a limited number of Continues. This code will allow players to explore the later stages of the game that they might not normally see. When you first turn on the game, press the Select Button to access the Option Screen. On the Option Screen, press A. Y. A. Y, X, Y, B, A, R, then L and the screen will shake then the Levels Option will appear. Select any of the levels, then press Start to begin playing.

On the Option Screen, press A, Y, A, Y, X, Y, B, A, R, then L.



When the Title Screen appears, press Select to enter the Option Screen.

On the Option Screen, press A. Y. A. Y. X, Y, B, A, R, then L.



If you enter the code correctly, the Levels Option will appear at the bot-

Choose one of the 19 stages in the game, then press the Start Button.

Extra Continues

If you still can't finish the game when you use the Stage Select, try entering this code first. On the Option Screen, press B, A, Y, A, X, then A. If you enter the code correctly, the screen should shake and you will have a total of ten Continues. You can use this code alone, or you can immediately enter the Stage Select code for additional help.

On the Option Screen, press B, A, Y, A, X, then A.



Normally, you can only continue the game three times



Enter this code on the Dation Screen to get 10 Continues



FROM AGENT #745

Debug Mode

Agent #745 has discovered a great code for Inspector Gadget that allows players to access the hidden Debug Mode of the game. When the Title Screen first appears, hold down the L. R. and B Buttons on Controller I. While holding these buttons, quickly press Down, Down, Up, Left, Right, Down, Right, then Left. If you enter the code correctly, the Title Screen should turn pink. Release all of the Buttons then press Start. Before the game begins, a Menu Screen will appear that will give you a Stage Select, Option Menu, and a Sound Test. With this code, the game should be a breeze to finish.

Hold L. R. and B. then press Down, Down, Up, Left, Right, Down, Right, and Left,



Wast until the Title Screen appears than quickly enter the code above.

If you enter the code correctly, the Title Screen will turn onk.



Release all of the buttons, then press Start to make the Debug Menu appear

You can begin playing from anywhere in the game with this code

(LASSIFIED INFORMATI



From Agent #001

White House lam

The rumors have been flying about NBA Jam Codes, but no one seemed to know them, that is until now! Special Agent #001 has discovered the first set of special guest stars. Straight from the White House, Bill Clinton and Al Gore are tearing up the courts against the hottest players in the NBA when you use these codes. To play as the President, input the initials ARK but don't enter the last letter. Press and hold L, press and hold R, press and hold Start, then press X while you are still holding all the buttons. If you enter the code correctly, you should bypass the password screen. When you begin playing, Bill Clinton will be your player. To play as the Vice President, input the initials NET without entering the last letter. Press and hold L. press and hold R. then press A and Al's stats will appear.





Hold L, then R, and then A and you can play as the Vice President.

Programmer lam

Here are two more special players the you can use, as well. Input the initials SAL without entering the last letter, then enter the same code as you did for President Clinton. When you begin the game, you'll be playing with Sal DiVita. If you input the initials RJR without entering the last letter, you can input the Clinton Code again. When you begin the game, Jamie Rivett will be your player. Both of these people helped develop NBA

Press and Hold L, then R, then Start, then the X Button.



Use the initials SAL along with the code to play as Sa: DiVita



Use the initials RJR along with the code to play as Jamre Rivett.



FROM AGENT #012

Mystery Mode

Finishing off all of your competition in Battle Cars can be tough, but players will receive a bonus at the end. This secret code will allow you to access the super secret Mystery Mode! On the Title Screen, press Up. Down, L. R. then Select to enter the code. Before you start playing the game, go to the Option Screen and there will be a new option at the bottom of the screen. If you turn on the Mystery Mode, the game will begin playing as normal, only the entire race will be viewed from an above perspective. You may find it easier to win when you can see the entire road!

On the Title Screen, press Up, Down, L. R. then Select.



After finishing the game in the Normal Mode, you will receive a secret code.



On the Title Screen, press Up, Down L, R, then Select and you will hear a



If you go to the Option Screen you can turn on the Mystery Mode.



Now you can play the game with a top view of your carl

CLASSIFIED INFORMATION



FROM AGENT #473

Super High Speed

If you go to the Option Screen before you begin playing, you can set the game speed for Normal, High Speed 1 or High Speed 2. With this code you can access the even faster setting of High Speed 3! On the Title Screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, and A on Controller II. You will hear Aska say, "Excellent," if you enter the code correctly. Use Controller I to enter the Option Screen and adjust the speed to the new set-



During a regular game, you can only set the speed at two different settings.



When you go to the Option Screen, you can make the game go even

At this speed, the fists are really fly-

On the Title Screen, use Controller II

Boss Stage Backgrounds

Agent #473 found a special code that will let you select the Bosses' Backgrounds when you fight in the VS. Battle Mode. When the Title Screen appears, use Controller II and press L, R, L, R, L, R, and A. Begin a Vs. Battle Mode game and select your characters. When you are selecting your stage, the Metro Train and Studio 6 will both be added to your choices



Wart until the Title Screen appears



On Controller II, press L. R. L. R. L. R. then A, and you will hear a grunt



Begin a VS. Battle and select any characters that you want



When you go to the Stage Select both of the Boss Stages will be available



FROM AGENT #200

Configuration Code

You can adjust any of the fighters' abilities with this great code from Agent #200. Start a game and select your fighter like you normally would. When the match begins, quickly finish the fight (it doesn't matter whether you win or lose). Wait until the Continue Screen appears, then hold down R, X, and A. Continue to hold all these buttons until the next match begins. Before the fighting starts, the Configuration Screen will appear. You can adjust many of the elements in the game from this screen, including the individual abilities of each fighter. You can even set the computer to play against itself if you want to pick up a few pointers. Press the Start Button when you are ready to continue playing.

On the Continue Screen, hold R, X, and A Buttons all at the same time.



Start a one-player game and choose any of the characters in the game



Immediately complete the match, either by winning or losing



On the Continue Screen, hold the R. X. and A Buttons all at the same time



The Fighter Configuration Screen will appear before your next fight.

CLASSIFIED INFORMATION



FROM AGENT #985

Bonus Marios

When you first begin playing Super Mario Bros. 3, grab both of the hidden Warp Whistles in World 1 and use them to warp to World 8. When you begin playing, press the Start Button to bring up the Save Screen, then select the Save & Ouit option. Restart your game, highlight the saved game, then push the B Button to go back to World 1. Work your way to World 1-2 with the Tail Power-Up. In World 1-2, go right until you are past the T-shape of pipes. Stand to the right of the pipes and wait for five Goombas to appear, Jump on the first Goomba, holding down the button so you zoom to the top of the screen. Use the tail to float over to the next Goomba and repeat the jump. If you keep jumping on Goombas without hitting the ground, you'll begin collecting 1-Ups. When you have enough, Save & Ouit again, then restart from World 8 with all your extra lives.



Warp to World 8 in Super Mar.o Bros. 3, then Save & Quit the game.



Continue the game, only coll back the worlds to World 1



Use the 1-Up trick in World 1-2, then save the game when you have enough extra lives.



on World 8 with all the extra lives!

FROM AGENT #340

Bonus Games

One of the best ways to rack up your score in Kirby's Pinball Land is by finding the Bonus Rounds, Because they are so hard to find, many players don't score well when they do find them. To become familiar with the Bonus Games, use this code to access all of them from the beginning of the game. On the Title Screen, press Left, B and the Select Button at the same time. When the screen changes to the High Score Screen, a white cat will walk across the bottom. Return to the Title Screen and begin playing a new game. When you select a stage to play, you will automatically go to the Bonus Game. NOTE: You can't get a high score with this trick, because you can't lose your ball.

On the Title Screen, press Left, B, and Select at the same time.



On the Title Screen, press Left, B, and Select simultaneously



Begin a new pame and select any of



white cat will walk across the screan

You will go directly to the bonus stages without playing the rest of the

SECRET

AGENTS WANTED

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is: Nintendo Power Classified Information P.O. Box 97033 Redmond, WA 98073-9733











































TATE TOP

















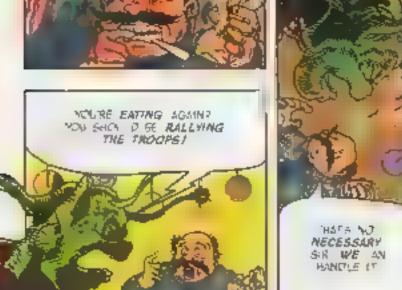




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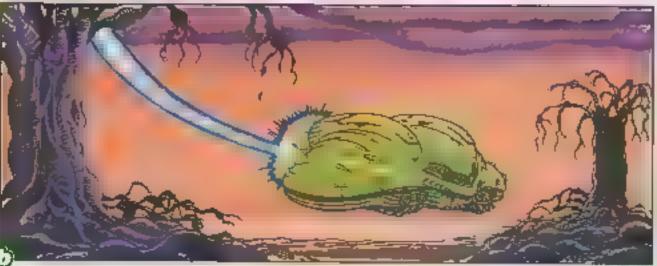






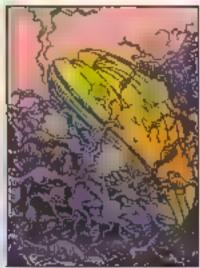










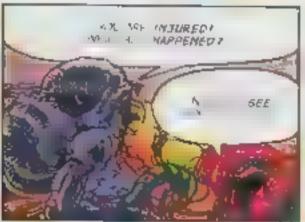
















































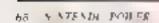
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LUFIA & THE FORTRESS OF DOOM

WHY IS LUFIA AFRAID TO ENTER THE ROOM THAT SAYS, "WOMEN ONLY?"



ulia won't enter the room in the Old Cave labeled "Women Only" unless Aguro is a member of your party. To enlist him, return to Lorbenia and go to the upper floor of the center building. After you have your pockets picked there, go to the Inn and ask the Innkeeper about the thief. When you leave the Inn. Aguro will automatically join you and you'll be able to enter the "Women Only" room and get the Fairy's Kiss.



Lufia is afraid to enter the "Women Only" room in the Old Cave Return to Lorbenia to enlist Aguro



When Aguro joins your party, Lufia will enter the room Get the Fairy's Kiss from a chest inside

WHY WON'T THE MAN IN THE MEDAN MINES GIVE ME THE HOPE RUBY?



he man in the Medan Mines won't let you into the Treasure Room to get the Hope Ruby until you've gathered a few clues. First, go to Jenoba and buy a drink

from the cider seller. He'll give you a clue about the towers. Next, buy some cider for the woman next to him to get another clue. Leave Jenoba and travel to the Gem Shop in Ruan. When you

talk to the woman there, she'll tell you about rubies and sapphires. Now. when you return to the mines, the man will let you enter the Treasure Room to pick up the Hope Ruby.



The man who sel's cider in the Jenoba Lodge will nive you a clue relating to the towers



Talk to the other people in the Lodge, then go to Ruan and talk to the women in the Gem Shop.



After you gather clues, return to the Medan Mines Now the man will let you into the Treasure Room

SECRET OF MANA

HOW DO I GET THE MIDGE MALLET?



fter you defeat the Jabberwocky in the Water Palace. Jema will tell you to take the Cannon Travel Service to the Upperland, Before you depart, return to the Dwarf Village and talk to the elder there. He will give you the Midge Mallet, which he used to use in his show. If you or your party members are "pygmized" by an enemy in battle, you can select the Mallet and use it to regain your regular sizes



After you defeat the Jabberwocky, return to the Dwarf Village and talk to the elder to get the Mallet.



If an enemy "pygmizes" you in battle, use the Midge Mallet to grow back to your regular size

HOW DO I GET THE SALAMANDO MAGIC?



he people in the desert town of Kakkara will tell you about a city in the Ice Country that is as warm as a tropical town. Take the Cannon Travel Service to the Ice

Country and walk up from your landing site to the Stove in the center of town. Stand in front of the Stove and press the B Button to release Salamando and learn his fiery magic

spells. The girl will learn how to use the Flame Saber. Fire Bouquet and Blaze Wall spells: the Sprite will learn how to cast the Fireball. Exploder and Lava Wave spells.



When you talk to the people in Kakkara, they'l tell you about a hot spot in the ice Country



After anding in the ine Country walk up to the Stove in the center of town and press the 8 Button



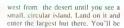
When you release Salamando, he will teach the girl and the Sprite how to use his fiery magic spells



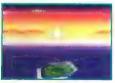
WHERE CAN I FIND THE SEA HARE'S TAIL?



fter you receive the Flammie Drum, return to Kakkara and summon Flammie. Fly south-







Fly south until you see the small, circular island



Enter the large but and get the Sea Hare's Tail.



Give it to a man in Kakkara to get the Moogle Belt

WARIO LAND SUPER

WHERE IS THE TREASURE ROOM IN LEVEL 9?



from the beginning, swim all the way to the right and go through the door there. Climb the ladders to another door. Enter and go to the left, past the door on the ledge. which leads to a Save Point and go through the door next to the wall. Jump up the ledges to the door above and go through it. Now go right and hit the second Face Block to get the Key. Carry it back to the left and break the cracked block on the ledge.

While holding the Key, stand where the block was and press Up on the Control Pad to go through an invisible door. Go to the right and break through the blocks to reach the Treasure Chest, which holds the Harp,



The first Face Block holds a Jet Hat. Go to the right and hit the second one to get the Key



Go back to the left and break the cracked block Stand where the block was and press Up



After stepping through the invisible door, go to the maht, through the blocks, to get the Harp.

HOW CAN I RECOVER A TREASURE THAT I'VE LOST?



n Wario Land, you'll have one of your Treasures taken away whenever you get the big "Game Over," To recover the Treasures, you'll have to return to the place where you originally found them to retrieve them again. Follow the same steps as before to find the Treasure Chests, and keep track of where you find each Treasure so you'll know exactly where to go to find it a second (third, fourth...) time.



Whenever your character expires, you'll lose one of the precious Treasures from your collection



When you return to the chests where you first found the Treasures, they'll be back inside



HOW DO I REACH THE TREASURE CHEST IN LEVEL 11?



ork your way down the ledges, breaking the cracked blocks as you go. When you uncover a door, enter and swim to another door to the right. Go down the ladder and to the right. Don't enter the door there; instead, hit the Face Block to get the Jet Hat. Jump and fly up to the ledge on the left. Fly back and forth, from ledge to ledge, until you reach the top. Hit the Face Block on the left to get the Key that opens the Treasure Room on the right.



After climbing down the ladder, walk over to the right. Punch the Face Block to get the Jet Hat.



Fly from ledge to ledge to the top of the room. Take the Key from the Face Block to open the door

FINAL FANTASY LEGEND II

HOW CAN I CHANGE BACK INTO A HUMAN?



hile players begin as humans, they can change their forms by either eating the Meat or installing the Parts left by defeated enemies. One piece of Meat turns humans into Beasts; two pieces turns them into Monsters, Installing

Curtis Good L10 NEXT Monst. 148 FirehollEXD 1546 H-250/250M-325/325 Attack 35Hit Defence16Evode 20

Eating one piece of meat turns humans into Beasts; eating two pieces makes them Monsters.

one Part turns humans into Cyborgs: installing two makes them Robots. To revert to their human forms. Monsters must install two Parts and Robots must eat two pieces of Meat. Another way to change back into a human is to use the Flushex, which you'll acquire

3 Glori	a Good	L11
Robot	NEXT	270
Reaper	EXP	1890
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Attack	15Hit	85
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Humans can become Cyborgs by installing one Part. Installing two Parts turns them into Robots

in the town of Lac in the Past. After you install the Flushex, walk to the right from the Warn tile and continue through the wall to a small pod. Step into the pod to change your character into a human. To switch characters. use the Select Button



After you install the Flushex in the Falcon, go there to change your character back into human form.

HOW DO I DEFEAT SOL?

n the fourth floor of Xagor's Castle, you'll meet Sol, the Master. He'll tell you that he has imprisoned Xagor's evil spirit in his own body. To destroy the spirit, you must destroy Sol. Attack him using only your weapons. At the end of three rounds. Sol will tell you that you must defeat him before the spirit awakens. Continue to attack using only weapons. After four more rounds, you will defeat the Master and release Xagor's evil spirit



Sol, the Master, has imprisoned the evil spirit of Xagor inside himself. You must attack him to free the spirit. Mount your offensive using only weapons.



After seven rounds, the evil spirit will break free of Sol's body. The final battle sequence in the game prts you against the formidable Xagor

PUZZLED? PERPLEXED? PERTURBED? SOLVE YOUR PROBLEMS BY CALLING THE PROS!



WRITE TO:

Counselors' Corner P.O. Box 97033 Redmond, WA 98073-9733

(906) 885-7599 Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time.

This month's Counselors' Corner Extra covers the entire first half of the NES game Crystalis, by SNK, Be sure to build up your charschool's level while you are playing through the mans of you'd be too weak to beat the different bosses in the game





AREA 1 - WIND VALLEY



Enter the Town of Leaf. Talk to the elder in the upper left house to get the Sword of Wind, Talk to the man in the upper right house to receive \$100, then buy the Alarm Flute.

Get the Windmill Key. From Leaf, follow the western mountain wall all the way up to Zebu's Cave and talk to him. When he asks you to start the Windmill, travel to the Windmill Cave in the upper right corner of the valley and use the Alarm Flute to wake the sleeping man inside the cave. He will give you the Windmill Key.

3 Get the Refresh Spell. Go to the Windmill and use the Key to start it. Return to Zebu's Cave and get the spell.

Get the Ball of Wind. Go to the Scaled Cave in the upper left corner

of the Wind Valley. Enter the cave, follow the path to the upper right corner and climb down the stairs. Follow the path across a bridge, down to the bottom right corner and take the stairs. Go all the way to the right and take the stairs. Go all the way to the right, all the way down, then open the chest to find the Ball of Wind.



5 Defeat the Vampire to get the Rabbit Boots. After you find the

Ball of Wind, walk up and take the first left passage to the end and take the stairs. Walk left past the stairs and take the first passage up. Walk up, destroy the wall using the Ball of Wind, and continue to the top. Walk right and take the stairs. Go all the way to the right, all the way up, then fight the Vampire. Collect the Rabbit Boots from the Chest.

Go to Area 2: The Cordel Plains. 6 Continue up from where you fought the Vampire and follow the path until you exit the cave.

How to defeat the Vampire. You must be to at least Level 3 before you can defeat the Vampire. Use the Sword of Wind to attack the Vampire. It will take about 10 bits to defeat him.



AREA 2 - CORDEL PLAINS



Go to the Town of Brynmaer. When you talk to Akahana, he will ask you to find his lost statue.

Find the Onyx Statue and get the Gas Mask. Exit the town and walk to the right until you find a river. Follow the river up and right to the bridge. Cross the bridge and walk left into the deep grass. Walk around in the grass until you find the Onyx Statue. Return the statue to Akahana to get the Gas Mask.

3 Find the Town of Oak. Exit the town, walk to the river, and cross the bridge again. Walk down and right through the poison ground, then to the right until you reach the mountains. Walk up and right and enter the Swamp Forest. Equip the Gas Mask. Walk toward the right to the first path that goes up. Walk all the way up, all the way to the right, and up into the Town of Oak, Talk to anyone in the town then return to the Cordel Plains

4 Get the Telepathy Spell. Return to Brynmaer, then follow the mountains up past the cave and then to the right until you reach Tornel's Training Studio. Prove yourself by forcing Stom to the back wall, then receive the spell from Tomel.

5 Get the Insect Flute. Return to the Town of Oak and talk to the mother in the bottom house. She will ask you to find her lost boy. Exit Oak and walk all the way down. Go right to the first path going down, continue all the way down then left. When you find the small boy. return him to his mother in the Oak. She will give you the Insect Flute in return.

Get the Sword of Fire. Talk to the 6 man in the upper house to get the

Defeat the Giant Insect and get the Ball of Fire. Exit the Town of Oak. Walk down to the first right path. Go all



the way to the right then up until you reach a large open space. Use the Insect Flute to make the Giant Insect appear. then defeat it with the Sword of Fire. You will receive the Ball of Fire when you beat it

8 Proceed to Area 3: Mt. Sabre.
Return to the Town of Brynmaer, stay at the Inn, then save your game. Exit the town and follow the southern mountains to the entrance of Mt. Sabre in the lower left corner of the Cordel Plains.



AREA 3 - MT. SABRE



Get the Tornado Bracelet, On Mt. Sabre, follow the path to the left and up, then take the left path. Continue left until you reach the second ice slide going up. Equip the Rabbit Boots and deactivate or remove any spells, then hop up the ice slide. Walk right across the bridge



and enter the cave. Walk up and destroy the wall with the Sword and Ball of Fire. Continue all the way up, all the way to the left, all the way up, then right to the next wall of ice. Destroy the wall and continue up. Open the chest to get the Tomado Bracelet.

Get the Teleport Spell. Exit the cave and return to the ice slide. From the bottom of the slide, follow the path to the left, down and right to the cave entrance. Walk all the way up, all the way to the right, then walk up and destroy the ice wall. Continue up and follow the path to the end, then take the stairs. Walk up, to the right, then down and break the ice wall. Go to the right and take the stairs. Follow the path until it branches, then take the upper path. Follow this path down two staircases until you reach an ice wall. Destroy the wall and follow the path out of the cave. Talk to Tornel to receive the spell.

3 Talk to Zebu. Use the Teleport Spell to return to the Town of Leaf. Exit Leaf and work your way back to Zebu's cave. Destroy the ice wall behind Zebu then talk to him. He will instruct you to return to Leaf.

4 Return to the Town of Leaf. Talk to the Rabbit inside the upper left woodshed to learn about the missing villagers.

5 Go to Mt. Sabre North. Use the Teleport Spell to return to Oak. Exit the Swamp Forest and go north to the entrance to Mt. Sabre North. Follow the path to Nadare's Inn. Stay at the Inn then follow the path until you find the guards. Draw them away from the cave then enter it.



Find the Prison Key. Go all the way oup and take the stairs. Follow the path left then go all the way down to exit the cave. Walk right and enter the next cave. Follow the path to the right then all the way up and take the stairs. Follow the path out of the cave. Take the path to the left and up, then enter the cave. Go to the right and take the first path up. Take the stairs, then follow the path until you exit the cave again. Go right and enter the cave. Go left, break the second ice wall and continue up. Talk to the prisoners, break the upper ice wall and collect the Prison Key.

Defeat General Kelbesque and get the Flame Bracelet. Go all the way down, back to the right, then break the ice

wall. Continue up, talk to the prisoners and break the next ice wall. Follow the upper path until you are outside the cave. Go to the left and walk up the steps to find General Kelbesque. Defeat him, then open the chest to get the Flame Bracelet.

8 Get the Paralysis Spell and go on to Area 4. Enter the Locked Gate to find the elder and receive the Paralysis Spell. Continue past the elder and exit the cave. Go down the ice slide to begin Area 4,



Defeat General Kelbesque, Before you can defeat General Kelbesque, you must be at Level 7 or higher. Use the Sword of Wind at any power, Hit him quickly from the sides while you are dodging his shots.

ARMOR

Tanned Hide +2 Armor Rating, Sold in Leaf for \$100

Leather Armor +6 Armor Rating Sold in Brynmaer for \$140.

Bronze Armor +10 Armor Rating, Sold in Portpa for \$600.

Platinum Armor +14 Armor Rating Sold in Amazones for

\$1800 in Portos for \$2000 Soldier Suit

+18 Armor Rating Sold in Swan for \$3000

Ceramic Suit 24 Armor Rating and protects against fire.

Sold in Shyron for \$5500, in Swan for \$6500 **Battle Armor**

+20 Armor Rating and protects against poson. Found in the Oasis Cave

Psycho Armor +32 Armor Rating and restores your life Found inside the Pyramid

Carapace Shield +2 Shield Rating Sold in Brynmaer for \$70, in

Leaf for \$80

Bronze Shield +6 Shield Rating, Sold in Brynmaer for \$220.

Platinum Shield

+8 Shield Rating Sold in Amazones to \$1300, in Portoa for \$1500 Mirrored Shield

+12 Shield Rating and protects against petrification Sold in Amazones for \$2000.

Ceramic Shield

Sold in Swan for \$2500

Sacred Shield +16 Shield Rating and protects against para-

lyzation Sold in Shyron for \$6000, in Amazones for \$9000

Battle Shield +24 Shield Rating. Sold in Shyron for \$5000. in Swan for \$6000

Psycho Shield

+32 Shield Rating and protects against all special attacks. Found in the Cave of Styx.



AREA 4 - THE CAPITAL OF WATER



Get the Flute of Lime. Talk to the Fortune-Teller in the upper right building. Enter the Queen's castle in the upper left corner of Portoa. Go through the center door, talk to the Queen, then exit the castle. Go back and talk to the Fortune-Teller again. Return to the castle. When you walk in the first door, quickly step to the left and paralyze the guard before he can block the door. Enter the Oueen's chamber, then exit through the back. Go back to the Fortune-Teller, then return to the Queen again. She will give you the Flute of Lime



2 Get the Sword of Water. From the town of Portoa, work your way up and right until you find a waterfall. Walk behind the waterfall and follow the path until it branches in three directions. Take the right path and follow it to the stairs. Walk up and right to the stone people. Use the Flute of Lime to restore them to normal, then take the stairs. Go all the way up, then follow the right-hand path until you reach an ice wall. Destroy the wall and continue up. Follow the path to the river, then go up and take the first path to the right. Destroy the wall and open the chest to find the sword

3 Get the Shield Ring. After getting the Sword of Water, walk left to the river, head down, then take the first path to the right and follow it to the stairs. Take the stairs, and continue following the path until you reach a threeway intersection. Follow the left-hand path to the ice wall. Destroy the wall and continue up. Go all the way up, all the way to the right, all the way up and open the chest to get the Flute of Lime. Go back down and take the first path to the left. Walk left, take the first path leading up, then use the flute to return Akahana to normal. Get the ring from Akahana before he leaves.

4 Get the Ball of Ice. Exit the Waterfall Cave and return to Portoa. After staying at the Inn, exit the town and walk right to the bridge. Cross the bridge, walk down to the mountains, then follow them to the right. Walk down through the mountains, then continue following them to the left. Eventually, you'll reach a path heading down and left. Take the path, then walk toward the upper left corner until you find the Lime Tree Lake. Rage will give you the Ball of Ice.

5 Get the Recover Spell. Return to the town of Portoa, purchase a Medical Herb, then enter the castle. Exit into the caves behind the Oueen's chambers. Follow the river until you see a narrow spot in the river below you. Use the Sword of Water to build a bridge, then cross the river and continue right. Take the passage down, enter the second door, and walk back up to the river. Build a bridge above you and cross the river again. Enter the doorway to the right of the bridge and talk to Asina to get the spell.



Get the Shell Flute. From Asina's 6 room, walk all the way to the left, all the way up, and build a bridge above you. Cross the bridge and continue up to the sick dolphin. Make sure that you are completely healed, then use a Medical Herb to cure the dolphin. He will give you the Shell Flute.

Get the Fog Lamp. Return to Portoa, exit the town, then walk right until the river blocks your path. Go up a few steps and build a bridge across the narrow spot in the river. Continue walking to the right then enter the cave. Walk all the way up and all

the way to the left. Continue your way up and take the first path to the right. Go all the way to the right, all the way down, then take the stairs. Step right and go down the stairs. Go all the way to the right, all the way down, go left and take the first path going down. Go



all the way down, head all the way right, then take the stairs. Go all the way left, all the way up, then right and take the first path down. Work your way past two rock walls, go right, then follow the path until you find a chest. Open the chest to find the lamp.

8 Get the Kirisa Plant. After you find the Fog Lamp, find your way

out of the cave. Return to Portoa and stay at the Inn. Exit the town, walk right to the bridge and down across the river. Walk down and right, then take the passage down through the mountains. On the other side of the passage. walk along the river until you find a place to build an ice bridge. Cross the river, continue walking right and enter the cave. Follow the path to the end and

take the stairs. Go right and take the first path going down. Walk all the way down, all the way to the left, and climb the stairs. Follow the path to the end and take the stairs. When you are outside, walk around in the upper right natch of bushes to find the Kirisa Plant.

9 Go to the Angry Sea. Return to the Town of Portoa and enter the building on the far left side of town. Give the Fog Lamp to the man at the top of the room. Go outside and hop into the boat. You'll ride to Area 5: The Angry Sea.

AREA 5 - THE ANGRY SEA



◆ Find the Love Pendant. While you are on the beach, use the Shell Flute to call the dolphin and ride it along the mountains on your left, Follow the mountains up, to the left, down, then



back to the right. Enter the cave that you find there. Ride all around on the dolphin while you are inside the cave until you find the Love Pendant.

Go to the Town of Joel. Return to Athe beach hut then ride the dolphin straight up until you find an island. Land on the beach and enter the cave on the south end of the island. Talk to Ralph, the elder of Joel, in the upper left building

3 Get the Iron Necklace. Exit the town of Joel, call the dolphin, and ride it up and left to Evil Spirit Island. Enter the cave on the south side of the island, and ride to the beach on the right side of the cave, then take the stairs. Follow the path to the river, walk all the way down, then right to the narrow spot in the river. Build a bridge above you and cross the river. Walk all the way to the left, all the way up, all the way to the right, then down to the narrow spot in the river. Make a bridge to your right and cross the river. Go all the way up, then left to the third path going up. Follow the path to the end and take the stairs. Walk all the way to the left, all the way down, all the way to the left, then follow the path to the stairs. Go left to the river, all the way down, then build a bridge to your left. Cross the river, walk up and open the chest to get the necklace.



4 Find the Zombie Town. After get-ting the Iron Necklace, go back and take the stairs. Go all the way to the left, all the way down, all the way to the right, then up to the first path going right. Walk all the way to the right, all the way up, then head right to the first path leading down. Work your way down across the moving platform, all the way to the left, and all the way down. Go left and take the stairs to enter the town

5 Get the Broken Statue. Work your way to the top of the Zombie Town and enter the castle. Walk up to the four-way intersection, go all the way to the right, then continue up to the Vampire's room. Defeat the Vampire then take the stairs. Walk up and take the first path going left. Go all the way to the left, all the way down, all the way to the right, then go up and take the stairs. Continue up and attack the woman in the first room (it's Sabera in disguise). Don't continue up or you will be trapped! Defeat Sabera to receive the

Get the Eye Glasses. Return to the 6 Zombie Town and talk to Clark in the basement of the lower left building.



Get the Glowing Lamp, Return to the Town of Joel and purchase the Alarm Flute from the store. Enter the woodshed next to the upper left building and use the Eye Glasses to find the secret passage. Take the passage, then enter the Lighthouse. Walk up to Kensu and use the Alarm Flute to awaken him. Open the chest he leaves behind to find the Lamp.

8 Calm the Angry Sea. Use the Glowing Lamp to repair the Broken Statue. Take the Gold Statue to the far western island and place it on the Sea Altar. You can now travel to the northem part of the ocean.

9 Get the Barrier Spell and find Swan. Ride the dolphin to the upper left comer of the ocean area and go up between two large rocks. On your way through, Asina will give you the spell. Continue up and land at the upper right beach. Walk up to enter the town of Swan, the beginning of Area 6: A



Defeat the Vampire. You must be at least to Level 10 to hurt him. Use the Sword of Wind at any power while dodging the bats and hit him 7-12 times. Once he's defeated, open the chest to get a Fruit of Power.



Defeat Sabera the Witch. You must be at least to Level 11 to hurt her. Use the Sword of Fire at any power while dodging her fireballs and hit her 3-9 times. Once she's defeated, open the chest to get the Broken Statue.

Our Hero's adventure continues into stranger lands, full of even more powerful enemies. Check out next month's Counselors' Corner Extra for a complete walk-through of Areas 6 through 10 All answers will be revealed!



Send in your scores! Even if you are the best video game player in the world, we can't print your high scores

unless you send them in. Here are some new challenges for you to try, but we'll take your older scores as well'

CHALLENGE

NOSHIB COOKIE

What's your best score on the Action Mode?



Must on an early dage and keep built III. of the last H

T2: THE ARCADE GAME

What is your highest score at the end of Stage 1?



Taxe a photo of the screen before you go rantu Stage 7

ACTRAISER 3

What is the best score you can rack up in your quest to save the world?



Ynull have to finish off warb boss on your tirst attempt or you it ase parats!

CLAY FIGHTER

What is the best finishing score



In to heat all of your being teleated

DISNEY'S DUCKTALEG 2

How much money can you collect in the game?



Heto Locke Scroone need at of the but don freasure in the

JURASSIC PARK

What is your lowest score after collecting all 18 Velociraptor Eggs?



Try to avoid shorring dingsaurs when you

SUPER POWER CLUB CHALLENGE

The top 25 players that best meet the monthly challenge will be awarded 4 Super Power Stamps for use towards the purchase of Super Power Supplies. Send all eligible entries to the address at right. The entries must include the following; Name, address and Membership Number of the player and a photograph of the completed challenge (which includes the system in the photo). All entries must be received by April 30, 1994. Winners will be printed in a future issue of Nintendo Power and will be notified by mail. All scores printed are decided by Nintendo Power Staff, All decisions are final.



How many three-pointers can you make in a one-player game?



Taxe a photo of the Final Game Stats screen and

> Take the

challenge

POWER PLAYERS

TECMO SUPER BOWL

Biggest annihilation.	
Matt Pearl	75-03
Brunswich, NJ Daniel Heil	79-07
Brooklyn, OH	04.13
Jeff Moore Franklyn, TX	84-13
Joshua Holmes Pennsville, NJ	89-12
Justin Hochevar	108-40
Sheffield Lake. OH Mike Rozzell	56-00
Piedmont, OK Bobby Falagrady	55-00
Trinidad, CO	
Kevin Badenna Madison, WI	55-00
Eric Blahut	58-07
Audubon, PA Matt Volk	43-06

PILOTWINGS

Best Score on Level 4,

St. Paul, MN

Waylund, ME

Brian Benintendi	459 pts
Yakima, WA	
Ron Benintendi	457 pts
Yakıma, WA	
Stephen Jacquet	415 pts
Bedford Heights, OH	
Charlie Merritt	415 pts
Petalunia, CA	
Keith Laws	385 pts
Kannapolis, NC	,
Russ Randel	380 nts

NES OPEN TOURNAMENT GOLF

Best scores on the U.S. Course.

Jeremy Gynke	-20
Lincoln Park, MI	
Micheal Zumwalt	-19
Omaha, NE	
Rich Pelshaw	-19
Omaha, NE	

Best Scores on the UK Course.	
Ashley Sanders	-1
Atkins, IA	
Todd Tomczak	-1
South Bend, IN	
Tom Smith	-1
Los Angeles, CA	
Bob Stroess	-1
Appleton, WI	

Best Scores on Japan Course.

Cheryl Honeywell	-20
Miami, FL	
Martin-Pierre Lussier	-19
St. Hyacinthe, PQ	
Tom Smith	-19
Los Angeles, CA	
Bob Stroess	-19
Appleton WI	

SUPER MARIO KART

Best time on Choco Island 1.

Joyce Schwarz	1 07:26
Madison, WI Greg Benevent	1:10:53
Wexford, PA Adam Lechner	1:12:16
Mayville, WI	

ADDAMS FAMILY

Finished game with only three hearts.

John Shea	Finished
Seattle, WA Casey Johnson	Finished
Jackson, MI	ransacu
Kelly Goodman	Finished
San Francisco, CA	
Anthony Mendez	Finished
Memphis, TN	
Doug Shepard	Finished
San Antonio, TX	

SUPER MARIO LAND 2: 6 GOLDEN COINS

Found every world in the game.

Keith Grace	Finished
Wyoming, MI	
Mike Lavoie	Finished
Norwich, CT	
Margaret Miler	Finished
Riverton, WY	
Ryan Adams	Finished
Enirfield CA	

FINAL FANTASY

Finished the game with four white wisande

witte wizarus.	
Josh Campbell	Finished
Denver, CO	
Lisa Brooks	Finished
Vancouver, BC	
Zack Beck	Finished
Washington, DC	

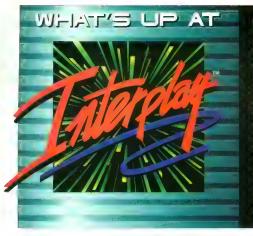
I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of an NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy on a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the

Nintendo Power staff. All decisions are final,

Send to ->





In the ten years since it was founded. Californiabased Interplay Productions, Inc. has developed a reputation for producing top quality, original PC and video games, such as The Lost Vikings, Clay Fighter, Rock 'N' Roll Racing and Out of This World. How does it consistently hit on winning formulas? And just what makes its games so good? Nintendo Power recently visited Interplay's Irvine offices to find out more about the company.

rom the outside. Interplay's cookie-cutter office building looks like any other Step inside, though, and you'll see a company that's anything but average. The lobby, dominated by a huge Interplay logo, is bustling, and beyond is a labyrinth of hallways lined with cubicles and offices where producers. programmers, artists and musicians are working on their latest projects. The environment is high energy yet casual, with the kind of clutter that says there's room for creative expression. And the name plates on cubicles and office doors don't carry the same mundane titles you'd find in most offices. Here you'll find "titles" such as "The Demon Artist of Fitch Street."

Chess Lifer" and "Seeker of the Inner Loop."

Interplay's president, Brian Fargo, who suspects that he has lots of "unofficial" titles, founded the company in 1983 when he was only 20. He and a staff of four set out to "make games for gamers by gamers." His philosophy was that people who are avid gamers themselves best know the qualities that make great games. It's a principle that has served

Apple II computer that he realized that he could actually make a career of making games. He became one of the first in the industry to take a "studio" approach to producing games, bringing together programmers, artists, musicians and directors as teams to create games. Interplay's first title was Mindshadow, a graphic adventure for Activision. In its early years, Interplay produced PC titles, including classics such as The Bard's

Tale and Battle Chess, but in 1990 it developed its first game for the NES, Swords

& Serpents, which was published by Acclaim. It both developed and published RPM Racing late in 1991 and developed one more game, Star Trek, for Konami, before concentrating on making its own original titles for the Super NES. Today, about half of Interplay's business is cartridge-system based.

Although it started as a developer and still does much of its game development internally. Interplay has made the unusual transition from developer to publisher and now hires developers from outside the company to work on some projects. Game producer Alan Pavlish (who has the unofficial title, "Big Time Producer —No More Mr. Nice Guy,") has seen development

"GAMES FOR GAMERS,

Interplay well. When the privately-held company celebrated its tenth anniversary last year, 140 people reported to work at the Irvine office, and new divisions have opened in Palo Alto and the U.K. Fargo was a major game player growing up. He shelled out mass quarters on arcade titles such as Space Wars, Asteroids and Missile Command, and he owned all of the first-generation systems. It wasn't

until he got an

"Battle

WHAT'S UP AT

PRODUCING GAMES THESE DAYS IS LIKE MAKING LITTLE MOVIES......

teams grow in size as technology has evolved and the games themselves have become more complex. He says that producing games these days is almost like making little movies: They need art directors, script writers and music directors to produce the soundtracks. (For more on Interplay's A.R.D.I. Sound System and its inno-

vative use of music and sound see the Sound Success article in January's Super Power Club special section.)

From the beginning. Interplay has worked hard to earn its reputation for making good games. Fargo

and Pavlish both emphasized how important game quality is. Fargo said he started out with the thought, "If we make good games, we'll do well." And Pavlish stated his goal, as game producer, simply: "Make great games." What that translates to, for Interplay, is that the games don't go to the store shelves until they're ready. That sometimes means missing the best sales season in order to finish the game right instead of rushing to get their products out for, say, the holiday buying season, as some companies might, Rock 'N' Roll Racing is a good example of Interplay's attention to detail. When we first saw the game at the 1993 winter CES, it looked like it was

essentially a finished game. Interplay wasn't satisfied with the play control, though, and spent about six more months fine-tuning the game-which is longer than some

companies spend making a game from start to finish. The tweaking paid off for Interplay: Rock 'N' Roll Racing ended up with great play control and is one of its best sellers.

So where do the ideas for great games like Rock 'N' Roll Racing come from? Interplay's producers draw their ideas from all sorts of sources: books they've read, stories

they've heard, television shows

they've seen. They also look at other games that are out there. For example if you hadn't noticed that street fighting games are hot, you must have been locked in a dark closet some-



where for the last year with earplugs firmly in place. Seeing the demand. Interplay decided to produce one of its own-but one with an Interplay twist. Thus was born Clay Fighter, a fighting game with an attitude and a sense of humor all its own. Who needs blood and guts when you have claymation figures who can attack with killer hair-dos and bouncing bellies? Thousands of gamers who agree have made Clay Fighter Interplay's biggest selling game to date.







COMING UP FROM INTERPLAY CLAYMATES/CLAY FIGHTER

Some new titles will be coming soon to Interplay's claymation seene. Hot on the heels of Clay Fighter and the recently released Claymates come a 24-meg Clay Fighter Tournament Edition and, later this year, Clay Fighter II. Producer Jeremy Airey (aka "Clayman & Street Fighter II Guru") showed us not only a working version of Tournament Edition, but also some of the actual molded clay backfrops used in the game's background, including one truly scary hunka hunka burnin' love. The Clay



development team really went clay crazy in this one: Everything, including back-grounds, characters, titles and credits, is made of clay. Also new in this title are the three tournament play modes: Double Elimination, Single Elimination and Sudden Death. There is also a training mode that lets players practice particular moves and an option that lets players alter the color palette. When they first started out with the claymation pro

cess. Airey says that they photographed the clay objects using a standard 35 mm camera. They've improved on the process by filming the objects using a Hi-8 video camera connected to a Macintosh computer. As for Clay Fighter II. Bad Mr. Frosty and Taffy will be back in slightly new forms, but the rest of the cast will be all new. Airey shared early sketches of some of the characters, which include a shade-sporting kangaroo named Roo and a female Gorilla who attacks with her purse.

BLACKTHORNE

In addition to Clay Fighter Tournament Edition, Blackthorne, as sci-fi action/adventure, is coming soon, It's similar in look and feel to Out of This World, but an advanced





rotoscoping method was used to produce even smoother and more realistic animation. The game features an all-new character. Kyle Blackthorne, in a quest to recover the fragmented energy source known as the Lifestone. The animation and sound are amazing, and the game play incorporates Interplay's trademark problem-solving with action and adventure. Interplay is planning to develop the character of Kyle Blackthorne in other media, as well, so you'll be hearing much more about this newcomer in the months to come.

THE LORD OF THE RINGS



Based on the classic J.R.R. Tolkien novel, The Lord of the Rings is a huge adventure that brings all of the characters from the fantasy to life in rotoscoped animation. Although the



technology used to create the different characters varies, producer Matt Findley ("The Commissioner") strongarmed whatever co-workers were handy, making them put on costumes so he could film in real time the actual movements that the characters make in the game. Using a Sony H1-8 video camera and a production quality VCR connected to a Macintosh computer, he



was able to grab 30 frames of movement per second. The project's artists went to work next, rendering the characters frame by frame using the Deluxe Paint Animation program. They consed the filmed motion and light movement exactly, adding the final colors and patterns for each character. Although we can show you screen shots of what the characters look like, still photos



really don't do the game justice. The smooth, life-like animation in the game just doesn't show up in still shots, so you'll have to see the real thing in action before judging this one. They were putting the finishing touches on the game's sound track when we visit. ed, and the samples we heard showed lots of righty orchestrated variety. The game is Super NES Mouse compatible. and your party can range in size from one to seven members. With the Multi-

70 hours of play time to complete it. BUT WAIT .. THERE'S MORE

tap, up to five can play simultaneously. It's a completely non-linear game, and

Findley estimates that it will take about

Farther out on the horizon are Star Trek: Starfleet Academy and The Lost Vikings II. Erik the Swift, Baleog the Fierce and Olaf the Stout will all be back for a second puzzling adventure, and this time they're so lost, they can't even find themselves. What they will find, though, are some new characters along the way who have special abilities that will help them out of sticky situations. This sequel will be a threeplayer game and will be accompanied by a new, original soundtrack.





Space travelers of a different sort. the crew from Star Trek will be appearing in Star Trek: Starfleet Academy. the Starship Bridge Simulator later this year. Unlike the Star Trek adventure titles out there, this one is a flight sim that puts you on the bridge of one of three different starships for one of an expected 24 scenarios. The eight-meg game uses high-speed, 3-D polygon graphics and features William Shatner's digitized voice. Game producer Jeremy Barnes ("Morpheus Blackstaff") says that you'll have to mind your manners. Interaction outside the sim portion of the game includes talking to and working with crew members, and how you treat them can make a difference in the outcome of your flight.





got others in the office to play the



PREHISTORIK HIGHLIGHTS

Forest as the modern liquidate as the modern liquidate of your Game Boomes this vine-swinging, monster-shomping, electronspond accordingly in those time-

rehistorik Man, the stone are sup-rehistorik Man, the stone are sup-tere of centuries past, you must Clean-sour way through five fearing Star-in order to sollect enough food for dis-tributed. Everyone in the home wa-lage is retying on Prehistorik Man.

come through with the soodies. This itself and the woods shough there are all sents of hard-headed hearer just waiting to make ment out of our frem himselfi Luckily, the Forest's secrets areas NOT LIVES LEFT

\$ \$ \$ \$ \$ \$

BONUS LETTERS FOUND

18 B S





dis

PREHISTORIK MAN



Prehistorik Man begins with a quest for the Lighter in the monstrous and mountainous setting of Stage One Not only does he have to fight off bevies of bothersome heasts. there are many elevators and precarious platforms to negotiate. Be sure your sandals are strapped on tight!

Prehistorik Man annears to be an average cave man type. but he is able to wield primitive weapons with great skill In the beginning, he is eguipped with a Club In-Stage Two, he discovers the Mallet Stage Three is home to the Hang Glider, and in Stage Four, an Axe awarts,



When Arrows appear, it's a sign that enemies are near, so get your weapon ready! You can either Club the beast for points, jump on its head once to get a high boost, or bounce repeatedly to rack up double or even triple the number of points





Turn your enemy's heart into a trampoline

In order for Prehistorik Man to explore the Caves, you must press Down on the Control Pad in front of the entrance. Once inside those creepy cuverns, carefully search for eaches of hidden Cakes.









ERRIBLE T-REX

Stay out from underneath this beast's feet! A safer place to stand is right under his tummy. The arrows will tell you which target to aim for. Jump and hit and follow the arrows. To finish him off, hit the top of his head.











Finding the Fork is the name of the game in the cold, dark caves of Stage Two, This Stage is a long one, but there are many helpful items to pick up, as well as a few tricks, warps and short cuts that will make your journey

easier, Keep your eyes peeled for the Mallet-it will pack a wallon when you need it most.



SHORT OUT

Somet mes you can use the shinks spiders to get an extra high boost in the air Once you make it to the high ledge in the apperright of this stage, are your Clubto discover hidden platforms.



BONUS LETTER

Caten a bouncy boost from the Spider to reach the high platform and collect a Bonus Letter. Enter the cave and you'll warp to a spot further ahead in the level, or for an added challenge, jump back down and continue without warp ng





PREHISTORIK MAN

1-UP

Be sure to check high and low for hidden platforms and extra items. For example, a wonderful 1-Up can be lound up above, but you have to swing your Club in order to reveal the steps that take you there.



SPIDER

If you have the time, here is an excellent way to collect multiple 1-Ups. Stand on the second



stone from the left and swing your Mallet Spiders will keep coming and so will the points!



STACE 3



THE FOREST FRINGE As he heads into the Forest Fringe, Prehistorik Man is about half way through his long and tiresome journey. Hidden in the Forest, however, are all sorts of exciting items to locate. The most unique discovery will be the Hang Glider. With he gets in some practice, there won't be any stopping a daring, young Prehistorik Man in his flying machine!

The choice is up to you take the high road, which leads above ground, or the lower route through the dense forest underbrush







With a little practice, you'll be able to use this passing Parrot in two ways-eatch a ride on his back or jump up and down to score the points.









those counte of stones one talse sten and you could be sent permanently into some unfriendly air space1





Have we happened across a prehistoric paper plane? No, it's the Hang Glider and it's time to take off! Press B on the Control Pad to lift off, then press Up and Down to raise and lower the nose of the Glider Head downward to pick up momentum, then back up to climb. You'll be an expert preh storic pilot in no time!













AN ANGRY APE

This hairy, obnoxious Ape will Jump around and beat on his chest, but don't let that scare you off. Use your Mallet and swing at his arms when the arrows appear. After a few good hits, his arms will stay tucked in, and an arrow will appear on top of his bead. You know what that means let him have it!









Hang on to your Hang Glider—the Sign Post says that a Boss is right around the corner!

ITEM IN THE GROUND SECRET



Now that you have the Glider try exploring areas off the beaten path if you're lucky you will find Bonis tems and the Spoon

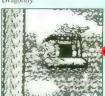
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CONTINUE THE ADVENTURE

STAGE 4

Beyond the fringe fies the Rain Forest and Stage Four, Watch your step as you make your way from branch to branch! You'll meet many familiar creatures here, as well as a few new ones like the Dragonfly.



STACE &

The last Stage takes place in the inner depths of the Hollow Tree. This is where you pick up the handy I frowing Axes, but when you meet the final Boss, you won't "be-leaf" how tough he is to beat. Good luck!







JUNGLE BOY MAKES GOOD!

During The Jungle Book, the movie. Mowgli is always saved by Bagheera the panther or Baloo the bear or some other jungle friend. That's not the case in Virgin Games' newest NES outing, The Jungle Book, Mowgli, a rather spry young waif, must rely on his own skills and a few odd weapons consisting mostly of bananas.

BY THE BOOK

The Jungle Book, the game, basically follows the story line of the movie. That really helps! There aren't many NES games coming



Finding and collecting Diamonds is the key to completing most of the stages in The Jungle Book

one definitely deserves a look, Since many players will be familiar with the characters, The Jungle Book delivers a more enjoyable play experience. Play control is good and Mowgli's movements are well animated and well-defined. The difficulty level, when set at the default "normal" setting, allows players of all ages to jump right in and start working their way through the stages. The Expert difficulty level ups the attack power of enemies. Some stages must be completed by collecting a certain quantity of Gems, but others also require you to battle a boss character in order to continue.



All ten stages are side-scrolling. The various enemies will keep you on your toes



will get a Shovel that will take him to a Bonus Rous

JUNGLE MOVÉS!

You can see how agile Mowgli is even before you begin playing. On the title screen, Mowgli runs in and pushes the text out of view. The motions are very realistic. You'll appreciate the work that went into making him move the way he does.







LITTLE SWINGER

Mowgli uses vines to get around in some areas. He'll grab on to them if you're holding the Control Pad in the right direction



CATA-PROPULSION

Jumping on the "empty" end of a catapult will launch Mowgli sky-

ward. There are bound to be some precious Gems in the upper regions.



SQUASH 'EM!

Even though Mowgli is hardly more than a featherweight, he's got enough

heft to flatten wart hogs, monkeys, toads and other random baddies.



THE JUNGLE BOOK STORY

The Jungle Book, in its animated form, has been viewed and loved by millions of people. As you may already know, The Jungle Book story begins with Mowgli, orphaned shortly after birth in the jungle, being taken in, befriended and raised by a pack of wolves. Several years pass and the wolf pack votes that young Mowgli should be returned to the "man-village." Mowgli doesn't think this is such a good idea but is more or less duped into going with Bagheera, his loval panther friend, to the man-village. As they journey, characters like

Kaa, the sneaky snake, Baloo the friendly bear, an orangutan named King Louie, and the king of the jungle, Shere Khan, appear and play integral roles in the story. Ultimately, though, it's good ol' Baloo that explains the Bare Necessities to Mowgli and teaches him the meaning of what a true friend is. In the end, Mowgli does go to the man-village, but he will never forget who his real

friends are. The stages in the game

follow the major events of the story

and the major characters remain



true to form. It's a fun movie that also makes for a fun game! This is one game that accurately matches the age of the movie audience to the age of the game players.

GREAT TREE



CELLIES

The Great Tree is home to Kaa, the giant boa. A slithering character with a crazed look in his eyes, Kaa doesn't take kindly to visitors encroaching on his property. That is, if anyone can figure out a way to get to the top of the tree! If you know how the doors work, it's easy!

MONKEY DISCIPLINE

The primate on the branch just to the left of Kaa is a nuisance. Teach him a

lesson in banana-tossing. Defeating him will earn you a Shov-



LOOK OUT BELOW!

Mowgli must make this semi-blind jump in order to continue up the tree. Don't make a full jump-you're likely to land on a small snake. Ouch!

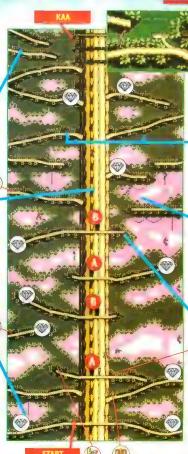




WAIT A SECOND

Cling to the vine until you make sure that the enemy on the branch rolls away, then climb on up.





JUNGLE ICONS



BANANAS

Mowell can throw two Bananas



Bunches of Grapes are essential

MASK

If used, the power of the Mask



BOOMERANG

weapon that Mowe



STONES



CLOCK

Extra time will be added to the



The more Mowalis, the

The snakes in the tree are liable to venom Mowgli. Defeat the first to earn Grapes and the second to score a Clock.



NEED SOME RAID?

Pesky little groups of jungle mosquitoes can be obliterated with a few Bananas. Hang back and hurl, Mowgli!



DON'T WAIT! JUMP!

The end of the branch in the photo isn't very stable and will break off if Mowgli stands on it for too long. Get a running start and then jump out to grab the





KAA THE SNAKE

Kaa awakens when you approach if you have collected all ten Gems in the Great Tree. You can use your Mask power to repel Kaa's hypnotizing shots while you attack.

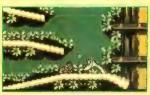








Kaa moves to one of four locations when he attacks Jump up and down on the branches accordingly for your attacks.



To conserve energy, push Select, Access the Mask Hern when one of Kaa's shots is about to hit you, then turn it off



By the time you get to Level 4, you should be more than familiar with all of the moves that Mowgli can do. Precise jumping skills are needed in order to make it to the end of The River to meet with Baloo. It will take some convinc-

ing to get the bear to help you. GO WEST, YOUNG IMP

Don't let the "normal" side-scrolling routine of heading off to the right lead you into missing the Diamond that is located to

Mowgli's left.
Begin by riding
the turtle shell
over to the left and
jumping to the
ledge. The Diamond is high up in
the far left tree.



BALOO

This chart shows you how the rocks sink when Baloo crashes down with each successive jump. Jump carefully while tossing whatever you've got.

▲ △ △

 $\triangle \triangle \triangle$

 $\triangle \triangle \triangle$



13 A A A

14 ▲ △ △ ▲ = SINKING ROCK(S)





DIRTY BIRD

This bird is quite a nuisance because it flies back and forth right in the path of your swing when you're on the vine.

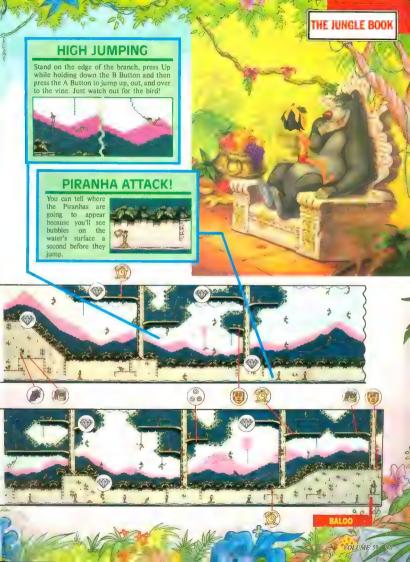


CROCODILE ROCK

While riding on the croc's head, use the Mask item to make yourself invincible if you have it. If not, jump carefully!







TREE VILLAGE



COLLEGE

It's extremely easy to get lost in The Tree Village because the area is so similar looking in various locations and the Transporter doors take you to so many different places. It's a good thing we've provided you with a man! Follow it!

ANOTHER BIG JUMP

Mowgli won't be able to make the branch in this



e the branch in this area with a big jump, but he'll be able to catch the vine that hangs from the branch and then climb up.

SQUIRREL TROUBLE

The Squirrel's odd pattern of movement may throw you off, so take a little time and peg him witha few wellplaced Bananas.

NINTENDO POWE



TREE BOP

After you complete the tree maze and collect all ten Gems, make your way to the upper right corner of the area to take on the three monkeys. They try to hide behind a giant shield, but you



just have to wait for them to attack you first to get a clear shot at them. Nail one at a





EVEL 8 FALLING RUINS THE JUNGLE BOOK

COLLEGE

Mowgli only has to collect one Gem in order to finish Level 89 Sounds easy. huh? None. Mowgli must scamper up The Ruins by jumping onto about 100 brittle ledges. He won't be able to stand on them because they will fall after about two seconds.



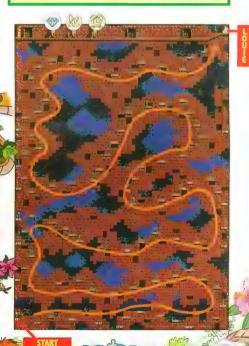


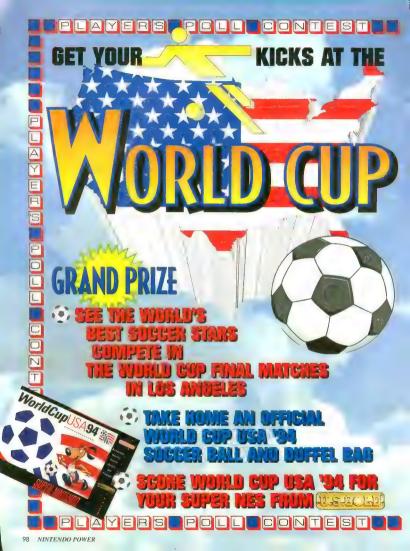
Shere Khan the great tiger awaits the appearance of Mowgli in The Jungle Book's last level

KING LOUIE

King Louie takes his primate helpers in hand and "bowls" them at Mowgli, Just jump over them and pelt the King with Bananas.





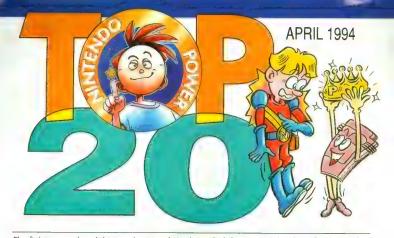




One entry per person, please. All entries must be postmarked no ed mail. On or about May 15, 1994, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners

Chances of winning are determined by the total number of entires received. The ratio of prizes to entry cards distributed is 61 1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after. May 31, 1994, send your request to the address above

GRAND PRIZE NOA will provide air travel and accommodations for the winner and one guest. If under 18, the winner must be accompanied by a parent or guard an. The winner must also provide a written release to NOA. Estimated value of the trip is \$5,000. Exact date of the trip is subject to determination by NOA Some restrictions apply. Void where prohibited by law. This contest is subject to



The fighting gets brutal this month. Mortal Kombat, which has topped the charts for the last four months, got knocked down by the old champion, Street Fighter II Turbo! Ken Griffey Jr. hits the Top 20 just in time for baseball season, checking in at the number twelve spot.





5 MONTHS

12,860 **POINTS**

28 MONTHS



Street Fighter II Turbo is making a major comeback

with the Players this month. How will this fight go next

MORTAL KOMBA

It's a tough choice between these two great fighting games. Although this game was the Dealers' favorite, it still slipped down a notch.

THE LEGEND OF ZELDA: A LINK TO THE PAST

Link's Super NES adventure 15 4390 POINTS is bringing in the points, even after two years on the 16 4,385 charts!

SUPER MARIO KART 18 4 108

The racers are back on 19 3,828 track and speeding their way back to the ton!

SECRET OF MANA **DISNEY'S ALADDIN**

STAR FOX

NHL STANLEY CUP

10 5,854 POINTS MADDEN NEL '94 11 5,109 POINTS **NBA JAM**

12 4,866 POINTS KEN GRIFFEY JR. PRESENTS MUR

13 4,748 POINTS TMNT TOURNAMENT FIGHTERS

14 4,733 POINTS CLAY FIGHTER **MARIO PAINT**

JURASSIC PARK

FINAL FANTASY II

STREET FIGHTER II: THE WORLD SUPER EMPIRE STRIKES BACK

20 3,792 SUPER BOMBERMAN

With four games on one

Game Pak, Super Mario 8.907 All-Stars offers something for everyone.



GAME BOY



12 MONTHS



19 MONTHS

13,490 **POINTS** 5 MONTHS

he do it?

13,190

POINTS

KIRBY'S DREAM LAND

Kirby is dreaming of

retaking the top. Can

THE LEGEND OF ZE



Wake the Wind Fish before it is too late! If you haven't played this game, grab it



Mario's biggest Game Boy adventure is still at the top of the charts, but Wario's adventure is heading toward

the ceiling!

This hybrid of video game and pinball will offer players hours of fun. No quarters needed!

The two-player option has this Game Pak selling twice as fast.

MORTAL KOMBAT

8,979 POINTS SUPER MARIO LAND

8,450 POINTS **TETRIS** 8

METROID IL: SAMUS RETURNS

FACEBALL 2000

11 5 785 POINTS JURASSIC PARK

12 5,401 POINTS MEGA MAN IV

13 5,212 POINTS WARIO LAND: SUPER MARIO LAND 3 14 4710 POINTS DR. MARIO

15 3,775 POINTS FINAL FANTASY LEGEND TIT

16 3,680 POINTS FINAL FANTASY ADVENTURE

17 3,240 POINTS YOSHI'S COOKIE FINAL FANTASY LEGEND II

FINAL FANTASY LEGEND 20 POINTS TMNT III: RADICAL RESCUE

9_{MONTHS}

MONTHS

0.356 55 MONTHS

KIRBY'S ADVENTURE

10,466

POINTS



Kirby is king! He's tough enough to fight his way back to the top spot!



The puzzling action just keeps coming and coming. Is there an end to this great



Mario may have slipped a little, but third place is still a great showing.



THE LEGEND OF ZELDA As soon as you get to the end of Link's first game, you just want to play it again!



TMNT 3: THE MANHATTAN PROJECT Furtle-mania is back again!

TMNT III jumps eight places and into the top tive.

MEGA MAN XI

7,54B POINTS DR. MARIO

METROID 8 TECMO SUPER BOWL

FINAL FANTASY 10

MEGA MAN V

SUPER MARIO BROS. 2 JURASSIC PARK 13 4,246 POINTS

TETRIS 14 4,207 POINTS

MONOPOLY

ZODA'S REVENGE: STAR TROPICS TO

VEGAS DREAMS

18 3,836 POINTS ZELDA II: THE ADVENTURE OF LINK

NES OPEN TOURNAMENT GOLF 19 3,570 POINTS

20 3,490 POINTS MEGA MAN IV

1994 AYING

LOOK FOR THESE RELEASES SOON

KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL

Company	Mintendo
Suggested Retail Price	\$49.95
Release Date	April 1994
Memory Size	6 Megabits
Game Type Raseball for one or t	wo players

Ken Griffey Jr. helped develop the ultimate 16-bit video baseball game for Nintendo, and it's right on base. This month's Sports Scene covers Griffey MLB in an opening day of this baseball season special edition.





- Great animation and play control combined with the best options in any Super NES baseball game. The AI is unmatched by other baseball sims. It's both realistic and fun with battery backed up memory.
- The game does not include the MLBPA license, but it does have an editor so you can change player names. Some purists might not like the fact that season stats are kept only for one team.

TURN & BURN: NO FLY ZONE

Company	Absolute
Suggested Retail Price	\$64.95
Release Date	
Memory Size	16 Megabits
Game TypeCombat flight si	m for one player

The graphics are so realistic once you're in the cockpit of this F-14 Tomcat that you'll wish you had a seat harness. From the carrier deck to dogfights in the clouds, fly alongside our test pilot in this month's Power review.

Realistic cockoit graphics and exterior views. The controls are easy to master, but they also seem realistic



The missions don't offer much tactical variety for the pilot.

STAR TREK: HE NEXT GENERATION

	Company of the Compan
Company	Spectrum Holobyle
	Not Available
	April 1994
Memory Size	
Game Type	0.10

You're in command of the starship Enterprise on its 16 meg journey to find new life and civilizations and to boldly blast aliens who blast at you first.





- The game closely resembles the hit TV series in many ways. The story is involving. Away Team adventures are varied and fun. Good sound and graphics
- The action battles occur too often, involve little strategy, and slow down the game

TIME TRAX

Company	Matibu
Suggested Retail Price	
Release Date	April 1994
Memory Size	
Game Type	Action for one player

Darien Lambert comes back from the future to track time-traveling criminals in the 20th Century, and now you can join in the action. This eight-level action game is based on the Prime Time. Network adventure. This month's review will keep you up-10-date

Darien has cool moves like the Time Stall that slows down everything but himself. Good graphics and play control. Much more fin than the TV show.



The gold tokens collected for Mash-Ti combat don't seem to have any purpose.

NINJA WARRIORS

Company	Taito
Suggested Retail Price	
Release Date	April 1994
Memory Size	12 Megabits
Game TypeSo	crolling fighter for one player

A rebel faction seeks to overthrow the tyrant leader of the nation, and you will be the instrument of his destruction. In Ninja Warriors, you choose to be one of three super android forms and wail on everything that moves in eight hard-fought levels of martial arts action.

Easy to play. Cool characters





X-KALIBER

Company	Activision
Suggested Retail Price	
Release Date	
Memory Size	
Game TypeA	ction for one or two players

New York of the future is a violent place where warlords fight each other for control of the streets. As a special forces agent armed with an awesome sword, you must brave the dangers to save your partner. Nintendo Power takes you into the heat of the action.

■ Variety of play is impressive," especially with the two-player battle mode, which is like a street fighting game. Good play control





ROCKO'S MODERN LIFE: SPUNKY'S DANGEROUS DAY

Company	Viacom
Suggested Retail Price	
Release Date	April 1994
Memory Size	12 Megabits
Game Type Cartoon	puzzle/action for one player

Rocko the wallaby must lead his pal Spunky through a dangerous world, but Spunky is blind to the peril and keeps moving forward. It's up to Rocko to prepare the way by cleverly dispatching enemies, creating bridges and passages and in so doing saving Spunky from himself. Many of the stages almost seem like puzzles, but you have the added time element of Spunky moving steadily forward, forcine you to act.





This is a very clever idea with some challenging puzzles to clear. The graphics, based on the Nicktoons cartoon, look great. The password allows you to skip levels you've already completed.

Play control has too much drift, so you never feel as if you have good control over Rocko. Since many of the puzzle elements require precise control, this game can be overly challenging.

BILL WALSH COLLEGE FOOTBALL

Company	Electronic Arts
Suggested Retail Price	\$59.95
Release Date	April 1994
Memory Size	8 Megabits
	for up to five players

Legendary coach Bill Walsh of the Stanford Cardinal puts his face and wisdom on the line of scrimmage with this game. The engine that drives it is very similar to the one in Madden NFL '94, and so are the options, including the best college teams of recent decades. The 24 teams from the 1992 season may not have the school logos, but they do resemble those teams in the way they play.





Excellent play control. You can play using past national championship teams. The five-player, multi-tap option is great. Passwords save an 11-game season.

The play selection screen graphics are difficult to read. The on-field graphics aren't as sharp as Madden NFL '94 Real school names and logos are not used.

SPACE ACE

Company	Absolute
Suggested Retail Price	\$59.95
Release Date	
Memory Size	
Game Type	

Cartoons come to life when the evil Borf attacks Earth with the diabolical Infanto Ray that turns everyone into habies. You take on the action role of Dexter, Earth-hero, who must run, jump and blast his way to victory.

Great graphics that could be straight out of a cartoon or comic book.





NATSUME CHAMPIONSHIP WRESTLING

Company	Notsume
Suggested Retail Price	
Release Date	April 1994
Memory Size	
Game TypeWrestling	for one or two players

Say hello to wrestling Natsume style. You can join in the Tournament, Tag Match, Round Robin or Exhibition. The game features many complex moves set up like a street fighting martial arts game with weak, medium and strong variations.





- Good graphics, Lots of moves.
- No real wrestlers. Complex play control.

PIRATES OF DARK WATER

Company	Sunsoft
Suggested Retail Price	\$59.99
Release Date	April 1994
Memory Size	
Game TypeComic action for one or	two players

It's seven-plus stages of action on the seven seas of Mer where the king is dying and the pirate-lord Bloth will do anything to stop Ren, loz and Tula from saving the world from the Dark Water. Two of the heroes can take on the pirates simultaneously in a Battletoads type of fight that ranges vertically as well as horizontally and includes the ability to clobber your companion. The backgrounds are also full of actions with dragon riders flying to the attack and eventually landing in the foreground. Heroes use martial arts or their weapons, plus each of them has a special move that drains some of their energy.





- Excellent character graphics and some interesting elements like the action in the backgrounds and the obstacles and traps that you can make use of in your fighting strategy
- The enemies are not very challenging, but they look great. The animation is stiff and depth perception can be difficult when you're fighting on the edge of a cliff reminiscent of Battletoads cames.

SUPER BASES LOADED 2

Company	Jaleco
Suggested Retail Price	
Release Date	
Memory Size	12 Megabits
	ball for one or two players

Super Bases Loaded 2 features Mode 7 scaling on infield plays and a more traditional overhead look when the ball is smacked into the outfield or over the wall. A special DSP chip is used to speed up the calculations necessary for the scaling effect. Like previous Bases Loaded games, the teams and players are fictitious. Options include Auto Fielding for either the infield or outfield, choosing the number of innings, and turning Errors On or Off. In the team edit mode you can create a squad of super players with skill ratings from one to eight in five skill categories. You can play a 162-game season and check a full range of statistics including league leaders.





- The infield animation looks great, but even with the DSP it is slow You can create your own team. Great stats.
- In spite of the DSP chip, Super Bases Loaded has slow play, especially in the infield, and there are no licenses to add a sense of reality.

SUPER CHASE HQ

Company	Taito
Suggested Retail Price	
Release Date	February 1994
Memory Size	8 Megabits
Game Type	Driving action

Criminal elements have taken to the road once again, and you're just the cop to drive them to justice. You'll race after the getaway car, which has a dramatic lead, and ram it into submission once you catch up to it.

- Good graphics. Passwords.
- Driving control doesn't feel very realistic and the game is not overly challenging.

SUPER PINBALL: BEHIND THE MASK

Company	American Technos
Suggested Retail Price	\$59.95
Release Date	April 1994
Memory Size	8 Megabits
Game TypeP	inball for up to four players

Pinball comes to the Super NES in a big way with American Technos' three-in-one pinball simulation. Digitized graphics and sound add a lot to the real pinball feel. From the flippers to the Till control, Super Pinball feels right to the touch and the ball seems to move well. The best part of the three games—Blackbeard & Ironman, Wizard, and Jolly Joker are the hidden bonuses. The ultimate goal in any of these games is to open the Forbidden Door, but you'll have to score millions to see it. One nice option is that there is a competition mode of play in which four players can take alternating turns, trying to outscore the others.





- The look, the feel and the sound is real pinball. Lots of bonus opportunities.
- The 3-D perspective of the entire pinball machine being shown in one screen is a bit unusual, but the speed of the ball seems realistic whether it's in the back or front.

F-I POLE POSITION

Company	Ubi Soft
Suggested Retail Price	Not Available
Release Date	September 1993
Memory Size	8 Megabits
Grime Type	F-1 Pacing for two players

F-1 Pole Position combines realism with variety for fast, two-player F-1 racing action. Although initially released last fall, the game appeared only in two markets. This spring, Ubi Soft makes F-1 Pole Position available across the country. Aside from the standard options like a season of World Grand Prix racing on 16 international tracks and having a Test Run Mode for checking out the tracks, F-1 Pole Position lets you choose both your car and team. Other useful options include control of weather and the number of lasts to be raced.





- Good steering control. A fun, two-player racer.
- The narrow view can make it difficult to see upcoming turns.

SUPER TROLL ISLAND

Company	American Softworks
Suggested Retail Price	
Release Date	
Memory Size	
Game TypePuzzle	action for one player

The Trolls must bring light and color to their threatened world in this action game with a strong puzzle element. You can select one of four Trolls, each with a special ability such as a super jump, faster running speed, tremendous strength or the ability to swim. In each short stage, the Troll must gather items and restore color to a black and white world by covering the entire territory and reaching hidden areas.





- Good graphics and some engaging puzzle-solving, but the theme is targeted to younger players. A password lets you save stages
- There isn't much challenge to most of the puzzles. The Troll theme is dated.

FUN 'N' GAMES

Company	Tradewest
Suggested Retail Price	Not Avallable
Release Date	February 1993
Memory Size	8 Megabits
Game Type	Creativity

Fun 'N' Games combines puzzles, arcade games, a paint program and a music editor all in one Pak. The puzzles let you piece together creatures or outfits. The three arcade games are simple shooting or bopping games—shoot the asteroid or bop the clown. The paint program contains dozens of crazy patterns and Mario Paint-type stamps while the music editor lets you place notes on a scale to create songs. The game is Super NES Mouse compatible, but it can also be played with other controllers.





- Fun 'N' Games has lots of variety for younger players and artists, but none of the games, puzzles or creative tools are very complex and more advanced gamers may find them to be too limited
- You need the Super NES Mouse for decent control, and if you have the Mouse, most likely you also have Mario Paint.

SOCCER KID

Company	Ocean
Suggested Retail Price	
Release Date	April 1994
Memory Size	
Game Type	Action for one player

When aliens swoop down and steal the 1994 World Cup, then smash up on an asteroid during their escape, the scene is set for Soccer Kid. He dribbles, he kicks, he shoots, he hates yellow cards. Soccer Kid uses his trusty soccer ball to attack fiends and reach new areas as he seeks the five pieces of the scattered World Cup.

Soccer fans should enjoy the theme and graphics. Soccer Kid uses unique methods to make his way in the world.





WALT DISNEY'S JUNGLE BOOK

Company	Virgin Games
Suggested Retail Price	\$39.99
Release Date	April 1994
Memory Size	
Game TypeComic	action for one player

Relive Mowgli's Disney adventure in the jungle with Baloo, Ka the snake, the Dawn Patrol and Shere Khan in this exceptional NES game from Virgin. This month's review covers the "bear" necessities.





Excellent animation and play control make Jungle Book one of the best NES action games in a long time. Great variety of stages. Action and Disney fans will love it.

Baloo doesn't sing. Great price.

MARIO'S TIME MACHINE

Company	Mindscape
Suggested Retail Price	
Release Date	April 1994
Memory Size	2 Megabits
Game Type	Edutainment

Mario must go back in time to save Yoshi from the evil clutches of Bowser. Luckily, he has a time machine that can be set to various dates as far back as the age of dinosaurs. Once Mario has zapped himself back in time, he must find artifacts that Bowser and his Koopas have hidden. Clues to the artifacts and interesting facts about the period pop up when Mario hits information blocks. You can stomp Koopas and throw shells as in a regular Mario game, but Mario himself doesn't take damage, which means that in Mario's Time Machine, you'll have as much time as you'll need.





A better action interface than Mario Is Missing for the NES.

The appeal of the game is very young, but young players may not have the reading skills to work through the clues.

BLUES BROS. JUKEBOX ADVENTURE

Company	Titus
Suggested Retail Price	\$27.99
Release Date	April 1994
Memory Size	1 Megabit
Game Type	Action for one player

Jake and Elwood, the Blues Bros. of Saturday Night Live fame, have been captured by an evil juke box while on their way to a concert. You can play with either of the ultra cool blues stars, guiding them through weird landscapes where they must collect records to throw at enemies. The Both option lets you alternate play between the bros.

This is a solid platform game with lots of challenge.



The Blue Bros. theme doesn't add anything to the game and seems dated.

TIP OFF

Company	
Suggested Retail Price	\$32.95
Release Date	February 1994
Memory Size	1 Megabit
Game Type	Basketball for one player

International basketball isn't the same high-scoring, dream-team affair of NBA and NCAA basketball, but this b-ball tournament has the feel of real hoops even on the small screen. In a couple of unique options, you can practice your half-court game, have a multi-player foul shot contest or choose from five skull levels for either team. There are eight international teams including the USA, Japan and six European teams. There are even close-ups of slam dunks.





A fairly realistic full-court basketball game with some interesting options.

This game can be quite challenging due to the difficulty of controlling passes and shots. Quarters are very short and games are therefore low scoring.

PREHISTORIK MAN

Company	Titus
Suggested Retail Price	
Release Date	April 1994
Memory Size	1 Megabil
Game Type	Action

Life for the caveman may have been bad, but existence for Prehistorik Man is totally rad. This rock 'n roll neanderthal bashes dinosaurs with a stick and flies on a primitive hang glider with the grace of a pteradactyl. Learn what's good to eat in this month's gourmet Game Boy review.

Fun, good graphics and play control plus some entertaining stages and hidden areas.

☐ Arrows indicate the arrival of monsters, which diminishes the challenge. Some backgrounds were so dark that you could hardly see your prehistorik man.



SUPER NES TITLE	COMPANY	PLAY	PO	WER ME	ER RATI	NGS	GAME TYPE
BILL WALSH COLLEGE FOOTBALL	ELECTRONIC ARTS		3.4	2.8	3.3	3.3	FOOTBALL
FUN 'N' GAMES	TRADEWEST	19	3.4	3.3	2.4	3.1	CREATIVITY
KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL	NINTENDO	2P-S/BATT	4.3	3.5	3.8	3.5	BASEBALL
NATSUME CHAMPIONSHIP WRESTLING	NATSUME	2P-S	3.2	2.4	2.8	2.7	WRESTLING
NINJA WARRIORS	TAITO	1P	3.7	3.7	3.5	3.1	FIGHTING ACTION
PINBALL DREAMS	GAMETEK	8P-A	3.4	3.3	3.1	2.8	PINBALL
PIRATES OF DARK WATER	SUNSOFT	2P-S	3.6	3.9	3.1	3.0	COMIC ACTION
ROCKO'S MODERN LIFE: SPUNKY'S DANGEROUS DAY	VIACOM	1P/PASS	3.6	2.7	3.2	3.3	ACTION
SOCCER KID	OCEAN	1P/PASS	3.3	2.3	2.8	2.9	ACTION
SPACE ACE	ABSOLUTE	1P	3.6	2.3	2.6	2.8	ACTION
STAR TREK: THE NEXT GENERATION	SPECTRUM HOLOBYTE	1P/PASS	3.5	2.4	3.7	4.0	SCI-FI ADVENTURE
SUPER BASES LOADED 2	JALECO	2P-S/BATT	3.1	3.3	3.1	3.3	BASEBALL
SUPER CHASE HQ	TAITO	IP	3.2	3.3	2.8	2.9	DRIVING ACTION
SUPER PINBALL: BEHIND THE MASK	AMERICAN TECHNOS	4P-A	3.6	3.8	2.9	2.7	PINBALL
SUPER TROLL ISLAND	AMERICAN SOFTWORKS	1P	3.2	3.0	2.8	2.8	PUZZLE ACTION
TIMETRAX	MALIBU	1P	3.5	3.5	3.3	3.5	ACTION
TURN & BURN: NO FLY ZONE	ABSOLUTE	1P/PASS	3.6	2.7	3.3	3.5	FLIGHT SIM
X-KALIBER	ACTIVISION	2P-S	3.8	3.5	3.4	3.0	ACTION

NES TITLE	COMPANY	PLAY INFO	PON	MER MEI	ER RATII	NGS 	GAME TYPE
MARIO'S TIME MACHINE	MINDSCAPE	1P/PASS	3.3	2.6	2.6	3.0	EDUTAINMENT
WALT DISNEY'S JUNGLE BOOK	VIRGIN GAMES	1P	4.0	3.3	3.6	3.5	COMIC ACTION

GAME BOY TITLE	COMPANY	PLAY	P04	MER ME	TER RATI	NGS T	GAME TYPE
BLUES BROS. JUKEBOX ADVENTURE	TITUS	1P	3.3	3.0	3.1	2.8	ACTION
PREHISTORIK MAN	TITUS	1P	3.7	3.0	2.9	3.1	ACTION
TIP OFF	UBI SOFT	1P	2.5	1.5	2.3	2.5	BASKETBALL

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS

5 = SIMULTANEOUS

A = ALTERNATING

BATT = BATTERY PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G=GRAPHICS AND SOUND
P=PLAY CONTROL
C=CHALLENGE
T=THEME AND FUN



PROJECT REALITY

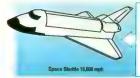
HINTENDO

About a month ago, Nintendo of America announced that games for the upcoming 64-bit Project Reality system would utilize a new generation of super ROM (Read Only Memory) chips with mega memory. The minimum memory configuration on Project Reality games will be 100 megabits, which is about five times the size of today's biggest Super NES games. Since much of video game graphics make use of character based memory with a compression ratio of about 50 to 1 over conventional data storage, this 100 megabits represents a huge memory storehouse for the new generation of graphically intensive games. In historical terms, the minimum increase in game memory size for any video game system seems to be a factor of eight. The NES went from 256K games to a standard of 2

megabits and the Super NES has gone from 4 megabits up to 24 megabits up to 24 megabits and climbing. For Project Reality, that means you'll probably see games that are at least 800 megabits. With memory compression factored in, you'll end up with games that are hundreds of times the size of many Super NES games. You'll need that memory, too, because the new generation of realistic graphics made possible by Silicon Graphics' MIPS technology being used in the system will need plenty of data to keep spinning its incredible web of illusions.

The decision to use megachips rather than CD-ROM came down to the need for access speed. To generate realistic, quick moving graphic applications like flight sims and other 3-D environments, you need almost instant access to a huge data

base. CD-ROMs have the huge data base necessary, but their data retrieval or access times are at least one to two million times slower than the new chips. CD-ROM is great for some applications like encyclopedias where speed isn't a factor and Nintendo may offer a CD-ROM accessory at some future time for the Project Reality control deck. But so far at least, no one has come up with a CD-ROM game that really provides anything that is both unique and fun, and CD-ROMs are an extremely expensive delivery device, especially when you consider the return. Sega's announced Saturn, only a 32-bit system, will cost about twice as much as Nintendo's vastly more powerful system in large part because it has a CD-ROM drive



The difference in access since between most CD RDMs and RDM charps at supporting, imagine the Space Shuttle traveling at about 15,000 mph. The difference in space between the Space Shuttle and a snall is the same as the difference between RDM selection chaps and a CD-RDM, all fifteence of about 2 million times. In 30 minutes the Space Shuttle can circle the globe while the snall will trevel about 50 feet. The next time someone tells you that CD-RDM is the wave of the Tutter of the Tutter of destriction.







SP FINAL FANTASY III

SQUARE SOFT

Touted as the biggest Final Fantasy game ever in Japan. Final Fantasy VI (which will be released in the U.S. this fall as Final Fantasy [1]) made an early landfall in America when it arrived at the Pak Watch desk. Currently, the producers at Square are translating and rewriting the 700 pages of text and making graphic changes to enhance the play for American gamers. The pictures shown here are of the finished Japanese game. What is clear from the moment you plug in the pak is that this game will blow away fans of Final Fantasy II and Mystic Ouest

with superior graphics. Many of the backgrounds in cinema scenes and battles are digitized images that give a more realistic feel to the game. Special effects also include a Mode 7 flight aboard a Chocobo and some cool animations of spells and attacks in the battle scenes

As for the story, it's another fascinating mix of myth and technology. magic and reality. This Final Fantasy world has passed through an age without magic, and they've developed a mechanical technology. But now, certain people are beginning to use magic again, and that is causing problems.

What makes this game even more promising is the variety of play Throughout the game you'll meet up with other characters and parties. You can join any of them, and by so doing you'll change your course toward the conclusion that is common to all of the paths. As a result, you'll be able to play FFIII over and over and never have the same experience twice. One trip through the game should take about 80 hours, which means you'll be getting a lot for your money this October when the game ships.













A.S.P. AIR STRIKE PATROL

The war in the gulf may be over, but the challenge of pitting your piloting skills against a heavily armed foe remains with Seta's A.S.P. Air Strike Patrol. Your Pak Pilot had seen several versions of this game over the past six months, but the final version surprised us with some great new features including very realistic digitized

dialogue, A.S.P. has the arcade feel of EA's Desert Strike, but it also contains realistic mission briefings and combat scores that seem more like they belong to a strategy game. The game has eight missions, but each mission is complex enough to require numerous sorties or air strikes. You'll cruise in low over the mountains toward your target in the F-14, then drop your semi-smart missiles on enemy installations. Fuel and ammo is limited, so you have to fly smart and get back to base. There isn't any high-speed dog fighting here, but then the real Desert Storm pilots ruled the skies unchallenged, as well, A.S.P. should be on deck later this spring.









WORLDCUP USA 94

U.S. GOLD

Here's a Pak Watch puzzler; what's the biggest single sporting event in the world? It isn't the World Series or even Nintendo's Powerfest '94. Numero uno is the World Cup-soccer's once in four years international championship tournament. What makes it special in 1994 is that the World Cup is being held in the U.S.

You can even win a trip to see it in our Player's Poll Contest. The official licensed soccer game to go along with the Cup is WorldCup USA 94 from U.S. Gold, It's an overhead, international soccer sim that includes the actual 24 finalists-the best soccer teams in the world. The video matches take place in the nine stadiums around the country that will hold the actual events. One to four players will be able to hit the pitch and a battery backed memory will save your progress toward the World Cup. If all this isn't international enough for you. the game also has eight languages to choose from including English, Spanish, French and German,









RISE OF THE ROBOTS

ABSOLUTE

From across the Atlantic comes one of the most stunning combat games you're likely to see all year. Rise of the Robot's from Absolute utilizes state-of-the-art ray-tracing techniques and 3-D perspectives to create futuristic scenes that blew more than a few minds at last winter's CES, this Pak Peeker included. Although basically it's a fighting game, Rise also includes

some adventure aspects and animated cinema scenes that make it seem like more of an action game. In the game, you are an experimental cyborg who must combat a morphing enemy called the Supervisor and all his lesser supervisees before they crush humanity with their mechanical minions. Eurogamers eat this stuff up, but when the graphics are this good and smoothly animated. it's hard not to agree with them that the future is dark, yes, but also a lot of fun. Rise of the Robots is an exceptional showcase for the advanced graphics capability of the Super NES. (Your alternative is to shell out \$700 bucks to play it on 3DO or an unknown amount of quarters when the arcade game hits the streets this spring.) Rise for the Super NES should debut this summer.









KIRBY'S TEE SHOT

MINTENDO

Kirby's first Super NES appearance is scheduled for this summer when Kirby's Tee Shot from Nintendo arrives. Some of you will recall that Pak Watch announced a game called Special Tee Shot last year. That game has been improved considerably from an interesting but indescribable sort of golf thing to a Kirby game that will appeal to anyone who likes a fun challenge. The basic idea is to put Kirby in the hole. Your score is dependent upon how many shots it takes. But the real action is in the incredible assortment of obstacles that make this anything but a straight putt. In some cases, you'll have to lob Kirby over trees or between islands and drop him straight into a hole. There are four levels of challenge with eight holes in each.





CYBERSOFT

From the world of the Macintosh computer comes a 3-D arena battle that kept this Pak Patroller running for cover and gunning for glory. Spectre puts you in command of a cyber tank or battle craft in a cyber universe. You can pick up gas, ammo and heal items along with plenty of damage from enemy tanks as you hunt down flags that send you to ever higher levels of challenge. One or two players can

enter the virtual battle. Four options await the ducling cyber tankers: an all-out Arena brawl, the strategic Flag Rally in which you collect flags for points, teaming up with a computer ally to capture the other guy's flag, or the cooperative Allied assault. One of the best parts of the game is that you can choose any of three configurations of tanks, or customize one of your own design. Your Pak Tanker

was impressed by the control of his vehicle. In addition to good speed and maneuverability, you can jump high above the plain (useful for seeing enemies and goals over the horizon), zap to a new part of the level through hyperspace or take a warp zone to higher levels. Cybersoft is the new brand name of Gametek, and it seems that they'll be off to a great start when Spectre arrives this stories.









MONSTER MAX

TITUS

For those of you who liked Sony's Attered Space for Game Boy, Titus will soon introduce Monster Max with much the same type of challenge and look, Max is a teenage monster who just wants to have his own rock band, but an evil guy named Krond is ran-

sacking the planet and Max must go into training to deleat the fiend. Setting his Strat aside, he journeys through nine levels of intense puzzle action in three quarter view, multi-room stages. Although the game play was good, and often very challenging, this Pak Max.

was most impressed with the balance of the game. From the graphics to the story, to the items Max can use and the puzzles he must solve, all the elements really came together in a fun game. You can check out this monster Pak later this spring









CLAY FIGHTER FOURNAMENT

INTERPLAY

Some companies, like Interplay, just roll with the hits. In particular, their hit Clay Fighter is getting some new options and turbo speed in Clay Fighter Tournament. Pak Watch took a look at the new 24 megabit game and came away impressed. The tournament options include Double Elimination, Single Elimination and Sudden Death. In addition to the extra competition modes, up to eight play-

ers can join in the fun, taking turns with the original cast of fighters. That's not all that was improved in the game. The speed settings can now be increased to a lightning fast rate and the backgrounds where the fights take place have been created using Interplay's unique claymation effects. This Pak Puncher thinks Clay Tournament will turn out to be one of the best fiehters ever.



-PAK WATCH UPDATE

There are more ways than one to jam, and the NBA isn't the only place where the slam meisters show off their technique. Sport Accolade kept that in mind when they were working on Barkley: Shut Up And Jam! Sire Charles may be the only recognizable name in this street ball, dunkfest, but the action will be familiar to any fan of Jam, and that's just about everyone. The teams come from 'Hoods around the country and Phoenix where Sire Charles rules. Up to four players can play using teams with orbital jumping abilities just like Jam. Actually, just about everything in this game is just like Jam except it's rougher. You don't just slam dunk, you slam your opponents, too. Apparently, the Big Bark had his say in the development of Shut Up And Jam. Next month's Sports Scene will take a closer look at this game.

Direct from the jungles of central America comes some views of Activision's Super Pitfall Harry. Your Pak Watchers have been following the progress of this one with some interest due to the talented crew that Activision has put on the project. We also thought you might like to take a look at Battletech, the sequel to last year's Mechwarrior. Bigger mechs and more realistic 3-D landscapes should add to the feel of the game while the play should be hotter with a greater emphasis on the actual battles. Although both games are looking good this spring, they won't hit the shelves until late summer or fall.

When our source at Square Soft stopped by the Pak Watch desk the other day, he not only brought with him the vast and inspiring Final Fantasy III, he also had tacked away a copy of Breath of Fire. In Japan, Breath of Fire was a Capcom release that met with considerable success, but Capcom licensed the game to Square



for the American market. What Square got in the deal was an excellent RPG with a unique look and lots of play value. In this game, you control parties of four characters, some human and some quite monstrous, but all with widely varying skills. For instance, one sprite-like character can use magic to become a dragon, as seen in the screen shot below.

Your ever-vigilant Pak Watch reporters also came across Enix's 16-bit conversion of *Dragon Warrior 1 & 2* for the Super Famicom. Although the games follow the same story as the NES versions, including the same monsters, villages, items and tasks, the graphics and music have changed, and in some instances the change is dramatic. One of our Pak Watch testers cranked the stereo during game play sessions due to the dramatic sound track. Enix America Corp. hasn't decided whether to translate the game and bring it out in the U.S.













and they would love to hear from Dragon Warrior fans.
Write to:

Dragon Warrior Comments 2679 151st Place NE Redmond, WA 98052

The news out of Bandai is that they will have Super NES and Game Boy versions of Power Rangers coming out by the end of the year. The version shown at Toy Fair in February was only 10% complete, but they hope to have a finished game ready by CES at the end of June. Pak Watch will keep you posted on this development project. Also from the realm of television and currently deep in development are Popeye for the Super NES from American Technos, Sylvester & Tweety from Sunsoft and Home Improvement from Absolute. Sunsoft's Speedy Gonzalez should be the next Looney Tunes release for the Super NES, and it not only looks great, it has great play control and fast action that'll knock your sombers off

T*HQ is sponsoring a monster contest for its Sports Illustrated For Kids: The Ultimate Triple Dare Game Boy game. The game itself contains snowboarding, mountain biking and skateboarding, and the contest winner can choose a vacation package featuring one of the sports in exotic locations or...get this, take home \$50,000. This Pak Picker's choice is to thrash with the cash, but you can get details on the \$15 For Kids box.

Previously, Pak Watch mentioned that Kemco was working on Crazy Chase, a whacky race against time with a unique perspective. Now we can show it to you. This still-early version of Crazy Chase shows the first stage as you tumble down a mountain trail with rolling logs, banana peels and other less hilarious obstacles like axes all trying to slow down your clown.

A permanent slow-down has been called for EA's Mutant League Hockey. The Mutant League characters are going to be getting a facelift and a new lease away from sports games. EA hopes to have several Mutant games in the future, but they'll be action oriented.

At the ACME coin-op show this March, Capcom announced that Super Street Fighter II Turbo was on its way. It may be at your local arcade already. According to our Pak Watchers at Capcom, the updated quarter-muncher will feature a new character who is said to be the ultimate boss. What's his name? We'll race you to the arcade.



FUTURE GAMES

SUPER NES

e Release

Spring '94

Spring '94

Fall '94

Fall '94

Spring '94

Summer '94

Summer '94

Fall '94 Summer '94

Fall '94

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Spring '94

SO/ LIVINES
Name Approximate
A.S.P. Air Strike Petrol
Barkley: Shut Up And Jam
Battletech
Beavis And Butthead
Beauty And The Beast
Blackthorns
Breath Of Fire
Bubsy 2
Captain Commando
Citadel
Clay Fighter Tournament Edition
Double Dragon ▼: The Shadow Falls
Crazy Chase
Demon's Blazon
Dragon View
Final Fantasy III
FireTeam Rogue
Fun 'N' Games
Impossible Mission 2025
Jammit!
Jee & Mac 2
Juggernauts
Jungle Book
King of Dragons
Kirby's Tee Shot
Knights of Justice
Knights of the Round
Liberty or Death
Lord of the Rings
Mickey's Ultimate Challenge
Mr. Nutz
NFL Quarterback Club
Operation Europe
Reign Of Superman
Rise Of The Robots
Sound Fantasy
Spectre Speedy Gonzalez
Spike McFang
Stunt Bace FX
Super Adventure Island II
Super Metraid
Super Pitfall
Tarzan
1 014011

GAME BOY

WorldCup USA 94

Jo Ito

ame Approxi	Approximate Release	
onkey Kong '94	Spring '94	
ohn Madden Football	Summer '94	
chy & Scratchy: Miniature Golf Madness	Summer '94	
lonster Max	Spring '94	



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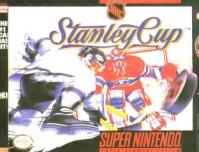








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